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100 Coolest Codes Ever

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THEER'S POWER!

#1



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GOLDEN EYE™ 100 Best Ambushes

We've tracked our best in our GoldenEye multiplayer mode. And let the motto and described the 100 best ambush spots. Our secret eyes will go a long way in helping you qualify for your License To Kill.



PG. 58



100 Best Games of All Time

Some titles were too brief for greatness, while others were destined for the bargain bin. But of the thousands of titles ever released for all Nintendo systems, here's the cream of the crop, plus a few that were not.



PG. 58

100 Best Codes Ever

Classified information has been one of the most popular features in NP, so we've compiled a list of 100 of the best codes ever—big weapons, big levels and even some big, juicy baas.

PG. 68



greatness!

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Volume 100 September 1997

Over the last nine years and 100 issues, Nintendo Power has brought you the best in-depth strategies, the most awesome codes and the sneakiest insider scoops for the biggest games on every Nintendo system. Join us as we take a look at blockbusters past and sneak a peek at what the gaming future holds!

45 Pages of N64 Previews

We walked it all and talked the talk and it's all in our corner in the game industry and got the goods on Zelda 64, Yoshi's Story, Major League Baseball Featuring Ken Griffey Jr., Bomberman 64, San Francisco Rush and many more upcoming gems. This fall season is rapidly approaching, and the 91-92 harvest promises to be about that one.

Pg. 18



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IT'S NP PARTY TIME!



PLAYER'S PULSE

Welcome to Nintendo Power's centennial bash! Thanks to members who sent in the hundreds of inspired suggestions for our 100th issue, we couldn't possibly feature all of your ideas, praise, memories, or artwork, but we're 100 percent sure you'll love these letters.

William Dunlop • Allentown, Wis. (N64)



Godzilla Vs. Turok?

You're asking me what will happen over the next 100 issues after this crazy unpredictable one? Well, N64 will probably move from the Rumble Pak to creating an actual simulation cockpit. Zero (Mega Man X3) will probably have his own game series. Cars will have its own RPG series. Link will have butted Predator, and Kark will have defeated Godzilla. Nintendo will start making TVs and stereos, and Sony will go out of business. Well, I've been as creative as I can. Make the next 100 issues a great experience! Keep up your good work!

GriffithWS

Via the Internet

Send in the Clowns

The Super NES and now the N64 are my ways of bonding with my nephews, Ben (age 7), Adam (11) and Jake (13). I'm 47. They live in Kansas and I live in Indiana. My best friend (48), previously a nun for 22 years and now a high school teacher and professional clown ("Melody") and I, a crane operator and clown ("Cozzetti") play Nintendo games all the time. It's a great way for Melody to bond with her students and for us to bond with our young audi-

ences when we talk to them. Today, I am known to my nephews as the "Nintendo Aunt." You've been a great help for bridging two generations (and hopefully three generations in the future).

Cynthia "Cozzetti"
DeKoraville
Michigan City, IN

Maps and Legends

I would like to thank Marty Pappas and the rest of the Nintendo Power staff for the Turuk map layouts in Volume 95. They were a big help. Thank you, Marty Pappas. I would also like to thank those who have created other maps in past issues.

Debraouet Myers
Boston, MA



Reaching Out

My son, Lucas, who drew this picture is autistic. Lucas is 14 years old and

loves Nintendo. With autism, children become locked inside themselves. Through the miracle of Nintendo, we have been allowed to reach Lucas and keep him in our world. There are not enough thank-yous to be said.

Diane Prillman
Scotts Valley, CA

Up on the Rooftop

In Player's Pulse in Volume 94, you challenged a reader to get on to the top of the castle roof in Super Mario 64 without using the cannon. Now, I'm not Mr. Commissioner, but I made it to the top without using the cannon. First, you get to the top using the cannon and get the Wing Cap. Then, you get back on the ground and fly to the roof with the Wing Cap. My friends and I thought you were supposed to use wall kicks. I now know that I should look at things from each point of view before trying to do anything.

Seth Meyer
Mankato, MN

You're quite the resourceful gamer, Seth! Even as overlooked as the Wing Cap to fly up to the roof. And, actually, you can use wall kicks to leap to the rooftop! It's a rough feat, but with some practice, you may be



able to do it. Start at the tree closest to where the castle's right side connects with the green wall. Run to the green wall and jump right before you reach the slope. Triple jump up the slope, and if you land just right, you'll slide back down in the sitting position. From that slide, jump to the castle's brick wall and wall kick off of it. When you kick yourself higher up the brick wall, go on to it and push up

Carlyssa May • Allentown, Wis. (N64)



Adam Smith • Stillwater, Minn. (Comics)

Maria-Lisa Thompson (N64)



For Player's Pulse, P.O. Box 30999

on the Control Stick to pull yourself up to the roof

Royal Flush

I just noticed that the castle in Super Mario 64 has no lush rooms. Where are they?

Joseph Michael Lovenguth
Via the Internet

We're guessing they're in the royal "throne room."

George Smith • Baysville, Tennessee



John Kase • Via the Internet

Salad 64

Here it is! After long hours, I have found the fantastic Nintendo salad recipe that you were asking for in Volume 95. First, take any old NES game and throw it in a blender. Grind it into a very fine pulp and put it into a bowl. Next, take large quantities of pasta and any other Italian food and boil until tender. Find the closest witch and give her a mushroom to make magic powder. Add a few Game Boys with small amounts of battery acid to a very large mixing bowl. Also add small amounts of Kirby brand marshmallows, two Yoshi eggs, three Toad stools, 120 castle slats, two crying baby penguins, one

metal hat, one completed T-force, three red shells, eight bananas, many thunder bolts and spiny shells, one Peach, and a Gold Controller. Mix with the pasta and add ranch dressing for flavoring. Please eat.

carefully and don't chip a tooth on a microchip. Eat large quantities of pizza and play only the N64 and the Super NES. Don't sleep for three days and... sorry I was describing the life of a beta tester there.

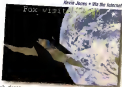
Chip Wilson
Logan, OH

We're Not Just for Breakfast Anymore

I was watching a video tape that I recorded from a long time ago and came across something that brought back some memories for Nintendo cereal. You know, the one that goes, "Nintendo! It's for breakfast now. Nintendo! It's a cereal. Wow! Nintendo!



Jimmy Diaz • Hickory, Idaho



Kevin Jones • Via the Internet

Super Mario jumps. Nintendo! It's a fruit-flavored crunch."

Ryan Nelson
Via the Internet

Nintendo cereal? Nintendo salad? What's next, Nintendo TV dinners??

The Big Challenge

Here's an Arena Challenge! Can you find someone who would give their Nintendo 64 away to you? Kinds difficult, huh?

Jesse Coker
Aloosa, AR

I'm So Excited

I am getting an N64 tomorrow and I am very excited. It's 11:31 p.m. and I can't sleep. I believe that many other people probably went through the same thing when they were waiting to get an N64. To help people out, I suggest you release something on how to handle the excitement.

Matt Hovna
Via the Internet

We have. It's called Nintendo Power.

N.P. 100

NINTENDO POWER

Volume 95

By: **Jeff Labrecque**

By: **Scott Talbot**

By: **John DeMatteis**

By: **Kevin Williams**

By: **Scott Phillips**

By: **Scott Phillips**

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VOLUME 95 SEPTEMBER 1997

By: **Scott Phillips**

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eyes of technology, while never forgetting the past. It'll be with you every step of the way.

Chris Helms
Via the Internet



Fashion Faux Pas

I was cleaning out these boxes in my closet and I found R.O.B. in perfect condition. I loved playing him on my old NES with Gyromite, and he worked perfectly! I also found the first issue of NP (I have always wanted to tell you that on the cover MARIO'S SUIT IS BACKWARDS! The red is switched with the blue!

Mario De Nijvel
Via the Internet

After 100 issues, the secret's out! Mario owns more than one pair of overalls!

King of the Road

While driving around the other day, I spotted an intersection that had the name of Nintendo of America's chairman, Howard Lincoln on it. I decided to take a picture of it, and hopefully you will print it. I would also like to know if you have any new information

or pictures of Body Harvest I've been anxious to play it ever since I saw pictures of it from Shusheskin in 1995.

Marcus Galvitz
Huntington Park, CA

We know that Howard was influential, but this really puts him on the map! Thanks for the photo, and, in return, flip to page 52 to catch a peek at Body Harvest: it's just our 100th anniversary preview blow-out. You've been waiting since 1995 for Body Harvest, and the game's developers at DMA Design assure us that it's well worth the wait (the best things in life are worth waiting for, like a 100th anniversary).

Star Search

What ever happened to the "Celebrity Profile" section of your magazine?

Case Tuttle
Via the Internet

Over its nine years of existence, NP has changed considerably. Regular features come and go, and Celebrity Profile was one that readers lost interest in. Sure, we've interviewed Nintendo fans such as Wolf Smith, Jay Leno and Tim Allen who've gone on to become huge stars (coincidence), but we've also featured such stellar luminaries *in* their field where *are* they now? In the New Rick on the Block, Willie Aames of "Charles in Charge" and Alex Winter, the OTMFR guy in the Bill & Ted movies. Readers demanded more gaming tips and strategies, so NP began changing. Features like NTS Journal sell by the wayside while Power Players evolved into Awea and Classified Information fled away its venerable mantle folder background. For a trip down memory lane turn the page and join us as we reminisce about 100 issues of Power!

Schedule Set • Scatterplot, Sinter



WRITE AWAY RIGHT AWAY!

One-hundred issues older, NP is entering the next generation. To ring in our centennial, *Player's Pulse* is introducing some computer-generated art designed by our readers. Whether you draw by hand or by mouse, keep that artwork coming in!

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NP 100

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Prerecorded Game Tips
and Future Product
Information

Never miss an event, release and upcoming game's for all Nintendo systems. Call for help on Star Fox 64, Bomberman 64, Super Mario 64, Blast Corps, Tennis Aces, Super Mario Kart, Double D, Killer Instinct Gold, Star Wars Shadows of the Empire, File Wagon 64 and Mortal Kombat II help for the Nintendo 64. There's also help for any Super Mario game for the Super NES and NES, Double King Lead for the Game Boy, any Zelda game, Double Gem Gemmy, S.S. and S. Harvest Moon, Last Vikings II, EarthBound, Mission of Gink, Legend of Super Mario, Secret of Evermore, Game Boy Advance Final Fantasy III, Super Mario 64S, Smash of Fowl and I, Super Mario, Street Fighter Alpha 3, Mortal Kombat 3, Mortal Kombat 4 and Ultimate Mortal 3. This call may be toll-free, so be sure to get permission from who ever pays the phone bill before you call.

NINTENDO
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SOURCE

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1996 The Nintendo 64 reveals games home gaming

1997 The Nintendo 64 shakes things up for the NES, while Nintendo Power turns 100.

PLAYER'S PULSE

Thanks for the memories! Over its 100 issues of existence, Nintendo Power has constantly evolved. Who knows what's in store for the next 100 issues, but here's a glimpse of NP's history as we conjure up the ghost of Power's past.

NES Journal

Break Up On SMS

Here's some quick fun using the SMSO soft-brain clinic touch-screen with its crazy kishishia touch.



Remember Volume 16, NES Journal was one of NP's original features. The section featured random Nintendo news like the SMSO electric toothbrush.



NES Journal also covered non-gaming news, such as the new satellite system in Volume 2, a "grievous" TV set, a space-starring then-unknown Matt LeBlanc (who later became known as the "brat" from Friends).



Above: Roger Clemens of the Boston Red Sox poses with Leslie Sims, Jeff Belfus and Don Dennis. Right: Jeff and co-least winner Jason Price on their way to see the San Jose Sharks.

Power Prizes



Our contest prizes are always as fun as our games. Past winners have gotten to meet Arnold Schwarzenegger, Ken Griffey Jr., and DJ Jazzy Jeff! and the Fresh Prince (Will Smith). One contest rewarded a lucky reader with tickets to every game of the World Series. Other winners have won trips to exotic locales such as the Miyako Islands (for Primal) and BixCros in the British Virgin Islands (for Final Fantasy XI). Of course, out of 100 contests, not every one is as perfectly Jeff Belfus, one of our editorial consultants, remembers returning in a limousine with



Leslie Sims and Gail Tilden loop it up with Charlotte Hornets' Glen Rice at the '97 NBA Show in Atlanta.

the Volume 84 contest winner after they had visited Chris Berman at ESPN. The limo is the blue car, and Jeff spent much of the night sipping the Carnac hot honey to find the car's hubcap. "We found some pretty cool gear bags, but no hubcap," Jeff joked. (At least they got to ride in a limo.)



So that's what they look like! The crew from Nintendo Power and Nintendo Power Source take a break to pose on the skybridge at NDA headquarters.

I SHOULD BE PRESIDENT!

NP's very own comic strip character, Nester, and original readers also on very first issue. After December 1993, he went AWOL. However, he's back again (and expanding as "Lark" in *Play! Mega 64*). Just in time for our 100th issue, Nester crashes back into NP and it wouldn't be a party without him.



"Hey Nester, weren't you a pretty decent game player?"
 "Only the best, I may be in charge but still rule."
 "Don't you 67 cases the Justice Pak. Fine! My work, huh?"
 "Yeah, I feel it but I'm ready."
 "You want to challenge me?"
 "You don't look like such of a challenge, but okay."
 "RUMBLE RUMBLE RUMBLE RUMBLE RUMBLE"
 "Want to play again, Nester?"
 "Sure, I'll be back."
 "Here's a couple of issues and the whole world game nuts."

Comic Bookstore by Shop Inc.

On the Wall



Spide's a decade of every issue of NFPA's poster. Over the years, NFPA has transformed Chris Berling, Ben Simpson, Spike-Morino and some of these colorful characters into groups. Which do you favor on your wall?



In Volume 42, our poster boy was Medical Examiner Graham Horacio. In my book, the folks at the Museum Corp. don't think Spider-Man is a square-jawed-in-the-crowd character, so our design team went to the rescue and touched up his "jaws."



George Strife and Scott Phillips pose with boxing great George Foreman at a CES Consumer Electronics Show.



Queen, Dier Driessen, Nintendo Power Source's "Pak Dan" (wearing the funny doggy goggles) and his double life as a singer, waxes about CES.



With games like Doom 64 in, out, nothing's shocking anymore. In 1996, it was a different story, however. Most people complained about the cover of Volume 2 (I'm any other color). Several folks and an actual cow heart just weren't as palatable back then.



Power Sliding



To work on the NFPA Slidin' Strategy Guide, Dan Dawson, one of NFPA's original writers (currently known as "Pak Dan" in various Internet circles) journeyed to Japan. There, Dan and Howard Phillips discovered "Tokyo Circuit," a roller rink-cum-indoor go-kart track. Dan and Howard ended up traveling and sliding through the course. All the while, the instructor was yelling at them in Japanese. "We thought he was giving commentary on the race," Dan explained. "However, when we asked one of our Japanese friends what he was actually saying, it turned out he was yelling, 'Don't crash!' Do you understand me?"



Our friends at iD Design have been your guiding light, devising all the signs and creating great new layouts for NFPA Art Director Kelly Green (above) and 500+ pages to Player's Place, while Heiko Nagano puts it on air on Show Meep's live Theater of the page in Scott Dawson, Merry Peppers, Brandon Bostell and Suge Nagano.



Get it up! Luvie Green hangs out at Summer CES '99.



Cory and Melissa are doing introductions, but Gill and Dani are the real thing. Jan. CES '99.

NFPA 100

Top 30 Power Chart Picks of All Time

After dusting the Power Chart results from all 100 issues, I'd like to Super NFPA's adventure covers out of the... (The highest ranking NFPA game, Super Mario 64, checked in, quite fittingly, at number 34.)

1. THE LEGEND OF ZELDA: Ocarina of Time
2. METROID II: Return of Samus
3. THE LEGEND OF ZELDA: Link's Awakening
4. SUPER MARIO BROS. 3
5. THE LEGEND OF ZELDA
6. TETRIS
7. SUPER MARIO LAND 2: A GAYLE GAME
8. SUPER MARIO BROS.
9. DR. MARIO
10. SUPER MARIO LAND
11. FINAL FANTASY
12. TETRIS
13. FINAL FANTASY II
14. SUPER MARIO BROS.
15. SUPER METROID
16. DR. MARIO
17. SUPER MARIO
18. TETRIS: Anniversary Edition
19. MARIO LAND: SUPER MARIO LAND 3
20. FINAL FANTASY III
21. SUPER MARIO BROS. 2
22. TETRIS SUPER BROS.
23. SUPER MARIO
24. DONKEY KONG LAND
25. KIRBY'S DREAM LAND
26. SARCITY
27. CHOW: THE GAME
28. FACEBALL 2000
29. SUPER MARIO BROS.
30. SUPER MARIO

- NES
- SUPER NES
- GAME BOY



POWER CHARTS

With 47 months of voter support under his belt, it's no wonder that Link can top both this month's Power Charts and our top 30 tally of all 100 editions of the Power Charts. No slouch by comparison, Star Fox '14 is receiving interest in its art, staff inspiration and is inspiring gamers to become SNES Star Fox franchise fans again.

NINTENDO 64 TOP 10

1



Securing its place in video game history for selling the most copies in one day, Star Fox 64 will also go down in N64 history as being the top game in the 100th edition of the N64 Power Charts.

2



3



RANK	GAME	COMPANY	JULY	TOTAL
1	STARFOX 64	NINTENDO	6	4
2	MARIO KART 64	NINTENDO	1	9
3	SUPER MARIO 64	NINTENDO	2	12
4	STAR WARS: DRAGONS OF THE INFAMY	NINTENDO	4	12
5	TUROK 2: DINOSAUR HUNTER	ACCLAIM	3	12
6	GOLDENEYE	NINTENDO	7	9
7	BLAST CORPS	NINTENDO	5	4
8	CRUISIN' USA	NINTENDO	9	9
9	WAVE RACE 64	NINTENDO	10	12
10	KILLER INSTINCT GOLD	NINTENDO	—	10

SUPER NES TOP 10

1



A Link to the Past is also finer one for the history books. Over N64's 100 issues, it has earned more votes than any other title, making it the Power Charts' most popular game of all time.

2



3



1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	67
2	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE!	NINTENDO	3	11
3	SUPER MARIO RPG	NINTENDO	2	17
4	DONKEY KONG COUNTRY 2: GYDONI'S FORTRESS	NINTENDO	6	29
5	FINAL FANTASY III	SQUARE	4	33
6	SUPER MARIO KART	NINTENDO	7	53
7	DONKEY KONG COUNTRY	NINTENDO	8	35
8	CRONO TRIGGER	SQUARE	5	26
9	STAR FOX	NINTENDO	—	54
10	SUPER MARIO WORLD 2: YEMAS'S ISLAND	NINTENDO	9	23

GAME BOY TOP 5

1



Just in time for our celebration, Star Fox returns to the top five. She's no match for Link, however, who saw weeks at number one on this month's chart and near the top of our top Power Charts of all time.

2



3



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	53
2	DONKEY KONG LAND 2	NINTENDO	2	13
3	SUPER MARIO LAND 2: A GOLDEN COIN	NINTENDO	3	58
4	METROID II: RETURN OF SAMUS	NINTENDO	—	69
5	DONKEY KONG LAND	NINTENDO	4	32

1.	ZELDA 64 (N64)
2.	STAR FOX 64 (N64)
3.	NINTENDO 64 DISK DRIVE
4.	EARTHBOUND 64 (N64)
5.	TUROK 2 (N64)
6.	CLAY FIGHTER 63 1/2 (N64)
7.	YOSHIS STORY (N64)
8.	NINTENDO 64
9.	MARIO KART 64 (N64)
10.	SING CITY (N64)

MOST WANTED





To celebrate our past 100 issues, we're not just looking ahead with 48 pages of scalding N64 Previews. We've managed to get our hands on the hottest upcoming N64 titles for exclusive play tests. In some cases we've scored secret video footage and info from the programmers at places like Nintendo, Rare and Iguana. Nintendo Power is the only inside source for hard information about the future of N64 games, and the future is now.

PREVIEWS



ZELDA 64

Up until now, trying to get news out of Shigeru Miyamoto on *Zelda 64* has been like trying to get light out of a black hole. No more. We pinned down the master and got some tantalizing tidbits about the master's masterpiece for our exclusive *N64 Preview*.

Flame and color lighting effects will make for intense drama in *Zelda 64*. When completed next year, it should be a record-breaking 250 megabits.





So who is the little boy that flies everywhere with Link? As it turns out, one year in Link's childhood is a busy holiday. These berries aren't just the bushes in your previous Zelda games. They can help in many ways, including a battle.



Link can pick up the attack against Skulls and other enemies of Ganon, as we learned from the most recent voice launch. The little boy will visit locally, bringing more from the bushes. Another thing to look for in Zelda will be the original backgrounds that feature with the path of the switches.

GANON'S BACK


Finally, Miyamoto spoke to us about the story and setting of the most anticipated upcoming N64 games. The biggest news is that Ganon will return as the bad boy of Hyrule. As Zelda fans know, Ganon has a thing for the Princess and Princess Zelda. In the new adventure, Zelda will once again fall into the villain's clutches. Part of the game will explain why Ganon, once a lowly thief, became such a twisted despot. As for the setting, Miyamoto told us that the world "is a

size that would be difficult to cross in an entire game day. That's why Link will be able to drive a vehicle." He didn't tell us exactly what sort of vehicle—a Linkole, perhaps. Miyamoto also described several areas, mentioning mountains, valleys, a deep "hairy" forest, and the mythical Zola Lake. Surrounding Hyrule Castle will be a bustling town. Other changes include ten sword motions and a "big, two-fisted sword." We'll also find several types of arrows and be able to shoot bows in different ways. EAD used motion capture for the fighting animations, so we can expect a high level of realism. In the videos we received, the animation looks fast and smooth. Some of the most impressive sights are the special effects such as fire, shifting lights and dramatic camera angles and pans for cinematic effects.

A big part of Zelda games has always been the puzzles. Miyamoto stressed that there will be some familiar types of puzzles, but there will be both new ones and old ones. As for the Battle Pak to give you. More than anything, Miyamoto wants players to feel as if they are going to a real place. We'd like to get there, too, but we'll all have to wait until the game comes out. The release time for Zelda 64.



YOSHI'S STORY



Yoshi's first solo appearance for the N64 is scheduled for the end of the year, but Mr. Miyamoto recently shared some secrets with Nintendo Power for this sneak preview. We still don't know a lot about this sequel to Yoshi's Island, but the more we see and hear, the more excited we get.



WHAT IS 2 1/2-D?

Mr. Miyamoto, Mr. Takahashi and other members of the Yoshi's Story team have been referring to the style of the title as a 2 1/2-D action game. We asked them just what this means. They said that Yoshi's Story is similar to Donkey Kong Country in that it uses 3-D polygons and graphics, but with a twist. The N64 allows them to use special effects, such as rotation, scaling, or tilting of background elements or characters. Most of the action will be traditional side-scrolling stuff, but introductions may be affected by the rotation or tilting of objects, all within a 2-D plane. The bit more than 2-D, hence 2 1/2-D. Makes sense to us.



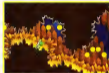
Although Yoshi won't spread wings to fly, he can paddle wind-or for a limited flying effect that can keep him from falling in the drink.

A GAME MATCHES

For months now we've seen tantalizing images of this game, but as the deadline for completion approaches, we're finally learning a little bit more about Yoshi's Story. For one thing, the name has changed to reflect Yoshi's importance to the game. One of the big questions we



Unbreakable isn't just for checking the rain. Yoshi pops his lumberback out to float through an evening sky collecting rotating coins.



The crew's well will hold many secrets for Yoshi to uncover. He'll also run into plenty of challenges, from bosses to obstacles.

wanted to have answered was if Mario will appear in some form (infant or otherwise) in the sequel to Yoshi's Island. The answer from the EAD development team is an emphatic no. This is Yoshi's game.



Is Yoshi's hot dog ride in the wild of this stork? EAD won't get reveal if Yoshi can transform itself into a helicopter or other cool things in Yoshi's Island.

Most players won't miss Mario's cryptic act, and the developers promise to bring back many favorite elements from the original game. The egg attack will return along with Yoshi's pound the ground move. We also learned that some boss characters will return from the original game, but we don't know just which ones are slated to reprise their roles.

Each of the six worlds and 24 courses will be new and the



This thing looks like he'd enjoy an egg or two. Although eggs may be Yoshi's main weapon, expect many varied attacks.

in every course for players who want to explore and search for everything. "We designed the game for players who want to go back and play the same stages over," Mr. Miyamoto told Power.

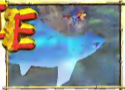
One of the elements players will find will be a whole herd of little Yoshi's. Miyamoto also hopes to surprise players with special sound effects. Yoshi's Story will make use of the Rumble Pak, as well. Really, the biggest question is when. We're keeping our fingers crossed for a pre-Xbox release.



This sequence shows Yoshi pouring one of the dragon heads with his patented stamp.



BANJO -KAZOOIE



Initially, we were flattened by the graphics in Banjo-Kazooie, but now that we've played several versions, we're glimpsing the foundations of a great game beneath the pretty pics. Of course, the question remains—is it cool to tote a bird in your backpack?



WHEN BANJO MEET KAZOOIE

We'd like to say that the story of Banjo and Kazooie is one of the greatest love stories of all time, but it's not. In fact, the bird and the bird turn out to be more like traveling companions. It seems that Banjo's true sweetheart is Piccolo, who is kidnapped during a musical jam in the park. Banjo is further helped for a loss when Kazooie hatches from her egg and immediately hops into the bear's backpack. The bird and bear become inseparable as they search through islands, swamps, volcanoes, forests, deserts—16 worlds are planned at this time—for the missing Piccolo. Along the way, they'll receive help from friends and the mysterious shaman, Mambo Jumbo.



The early play test

version of Banjo-

Kazooie featured two areas and the game's intro/level-in, but many elements had not yet been included. The 16 worlds should include Mambo's Mountain and Hammerhead Beach, among lots. Other things shown, the Panjoos Forest, Meant Fire Eyes and other areas.

WAYS AND MEANS

So, what's the game like? Like most action games, it seems that we had to collect things. The most important things were the golden jigsaw puzzle pieces. The puzzle pieces acted as keys, letting us warp to new regions. In the first area, we had to collect three puzzle pieces before we could warp to the seashore. Of those three pieces, one had to be the jigsaw piece from the top of the terrine hill. Collecting the pieces took many skills—sometimes they were hidden, or in difficult-to-reach places, or protected by an enemy. Of course, all these locations might change by the time the game is finished, but we found the basic activities were challenging and fun even at this early stage.

But knowing that you have to collect puzzle keys can be the easy part, especially when you're being chased by a mad, scorching bull with horns that could turn our heroes into a borsari rug

and a leather duster. Another main challenge

in the game is how you deal with badies and obstacles. As you might have guessed, you can't just punch your way through bosses or think your way up a series of widely separated platforms. You'll have to use both your head and hands. It's classic action stuff with some innovative twists

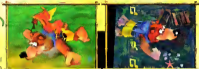


Collecting the puzzle pieces is Banjo and Kazooie's number one goal. When Mambo Jumbo tosses you into a terrine, you can head into the terrine hill and climb to the top for the key puzzle piece. The mysterious totem statue in the village hands its two prizes of a golden puzzle piece in this version of the game.

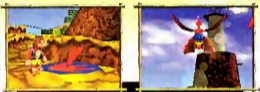


A REVOLUTION

The biggest innovation in Banjo-Kazooie may appear to be the incredible graphics, but the motion of the camera, and two dozen individual moves that Banjo and Kazooie can perform, are the real stars of this action game. Some of the moves are for getting around, like flying, swimming, or running up hillsides. Other moves are used to attack enemies or smash objects in order to get items. Just cruising around with Banjo seems very much like the control of Mario in Super Mario 64, or at least that's the impression you get until you start experimenting with the camera angles. You actually have a much more versatile control over your character and view. For instance, you can move the character and simultaneously swing the camera perspective using the C buttons. It takes a few minutes to get used to this, but once you master it, you suddenly have incredible control, particularly for navigating tricky areas or fighting tough bosses.



By air, land and sea, the fearless pair explores the huge 3-D worlds. Like most games, Banjo is a strong swimmer, but Kazooie practically flies in the water. It seemed that Kazooie had the most impressive moves, but that may come out down the road.



Flight requires feathers—more than feathers than Kazooie has naturally. You need to pick up extra feathers on launch pads. Like this one on the cliffs above the launch. Once you jump off the pad, you expend a feather for every several flaps of Kazooie's wings. Judging distances and heights can be tricky, so you'll learn when you try to land.



The many moves of Banjo and Kazooie make this one of the most varied action games we've seen. From soaring to sailing, the duo does it all. Most moves are easy to perform once you get the hang of it.



W PREVIEW BANJO-KAZOOIE N.P. 100

The only way you'll accomplish anything in the world is by learning the many special moves Controller button combinations, sometimes in conjunction with movements of the Control Stick, activate the special moves. Banjo can run, jump, and swim, of course, and even perform a super backward somersault, but he can also roll over boulders, punch enemies, and cast an invincibility spell over himself. Kazooie's list of moves is even more exciting. The energetic bird can fly, of course, but she also can grow shift legs, dive with the force of a pitchhammer, glide without the use of flight leathers over medium distances, perform a jabbing attack and even lay eggs at foes. Together, the two characters promise to deliver an incredible adventure sometime around Thanksgiving.

Here's a sample of the items in the quest. The piece of honeycomb gives Banjo enough energy to fill up one section of his life bar. The bear statue is a Holy Kazooie collectible and shoots eggs of enemies, and the little orange guy is your friend.



Banjo takes many forms in Banjo-Kazooie. During forward, Kazooie runs her back against a turret while she watches. Banjo delivers a razz-dance punch.



The animals seem to have minds of their own, scratching, looking around and generally behaving like people. Kazooie likes to pop out of the backpack to see what's going on.



MAJOR LEAGUE Baseball

FEATURING
KEN GRIFFEY JR.

We've waited a lifetime for a
Baseball game that looks and
plays like the real thing.

MLB Featuring Ken Griffey Jr.
may be the one. Every version is
a little bit closer to perfection.

We're buying box seats early.



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MAJOR DEVELOPMENTS

We've been following Major League Baseball Featuring Ken Griffey Jr. very closely ever since it was announced, and we included a preview of it in our E3 coverage in Volume 98. At that time, it looked as if MLB would be ready to hit stores in September, but the game has since been pushed back, and we can now expect a release later in the fall. In the meantime, we were able to get our hands on a working prototype of the game. Not all of the modes and options were available yet, but the basic game mechanics were in place. If what we saw is any indication, the final product will be impressive indeed.

ANATOMY OF AN ANGELES

While many recent sports games have tended toward "fantasy" play, the name of the game with baseball has always been realism. From what we've seen so far, Major League Baseball Featuring Ken Griffey Jr. promises a marriage of high technology and high artistry that will deliver an unprecedented level of realism. The impressively large and smooth-polygon figures loom standing nearly as tall as the screen when batting, moving with a natural fluidity that's beautiful to watch. These



stunning motion-captured animations are being combined with quick camera cuts and dynamic viewing angles, making even an early version of the game look for all the world like a live TV broadcast. The

DODGER STADIUM



LOS ANGELES, CA
 33°08'N 118°15'W
 CAPACITY: 56,000
 YEAR BUILT: 1962

Each stadium is being constructed according to actual field measurements. You'll know exactly how far you'll need to hit a ball for a homer.



OLYMPIC
 STADIUM



SHEA
 STADIUM



TURNER
 FIELD



THE
 NATIONAL

No generic stadiums for this game! Whether they're domed ballparks or open-air fields, all the stadiums will be accurately rendered with actual architectural features and scoring layouts.



The occasional changing camera views have a very cinematic look and feel to them.



Luxury boxes, playing ball make the real-life counterpart's distinctiveness and swings.

development team is also bringing together other game features that will guarantee an immersive baseball experience. Not only will this Pak feature all 28 Major League teams, it will include their actual rosters and player stats as of the start of the 1997 season. To top it off, Angels artists are busy constructing 3-D renditions of every major league stadium, complete with accurate field dimensions. If you want to talk about accuracy and attention to detail, we tried hitting a few over the Big Green Monster (the infamous high left field wall at Boston's Fenway Park, and we experienced what batters have been complaining about for decades!

Screen shots can't convey the loose, natural look the players have as they throw, bat and run.



SOFTWARE

As of this writing, the plan is for MLB to include Exhibition, Home Run Derby, World Series and Season modes. Each mode will be equipped with a full range of options, including your choice of stadium in Exhibition mode and a trading option with salary cap for Season play. The exhibition mode was the only one we were able to sample to any great degree, but what we saw gave us a very good idea of where the game is heading. The computerized players

conformed closely to their programmed stats, performing much like their real-life counterparts without being too overwhelming. Many players even had their signature stances and swings, and



pitched game modes include Exhibition, Home Run Derby, World Series and Season, offering something for casual and serious fans alike. In control, the big focus has always been on batters. In MLB, pitchers will finally come into their own and garner the respect they richly deserve. Players will be able to use the analog Control Stick to pick an initial target point for a pitch, but then will also be able to make dramatic and subtle course changes once the ball is thrown. With this system, you'll have an unheard-of measure of flexibility and finesse.



The executive and intuitive pitching control system will give MLB a flavor unlike any of her baseball games.



Betting will still be important but not quite as overbearing a factor as in past baseball games.

we swore we saw Seattle Mariner Jay Buhner waggling the bat in his usual way.

As impressive as these technological debits may be, game play will ultimately determine whether MLB will be a bloop single or a home run. In fact, we've seen significant innovations in MLB's design that will give it a balance between pitching, batting and fielding that very few, if any, baseball games possess.

While most baseball games have allowed players some pitch-



The balance between pitching control and betting power will make for classic battles.



Computer-controlled players performed alike with their published stats and weren't too overwhelming for rookie human players.



With a bit of practice, even novice nonproduction seemed to be right on the money.



Fielding control has been another crucial but neglected part of game mechanics. Auto-fielding options were often driven by AIs with occasionally low IQs, while manual fielding was a tangle of poor views and imprecise control. The Control Pad was usually used to both move the fielder and control the direction of a throw, so players often tried to throw too soon and ended up diving into the turf instead. Reflet will come in the form of the



Players will often exhibit random behaviors, like underhand toss or a full leechup as they throw, that make them seem off the more real.



With such true-to-life play, who then a player touches base on a line that really will depend on who's running and who's gunning



The speed of the players as compared to the actual field felt nearly perfect, to use it made base scoring very exciting, without investigations or thrower's foulback.



Cuts from batting to fielding views were quick without being disorienting. Once the ball was thrown, we were usually treated to a dramatic view of the catch.

N64 controller's C Buttons, arranged in an ever-so-convenient diamond pattern. Each button will represent a base, and players will simply press the 1st C Button, for example, to throw to second base, without using the stick or pad. This will separate running and throwing, allowing players to turn the ball around linear as well as run and throw simultaneously.

At its most basic level, baseball is a sport of checks and balances, and MLB is shaping up to be the best video interpretation of the game, both mechanically and artistically, we've ever seen.

SALMON LEAGUE

Major league coaches and managers use the spring training exhibition games (in the so-called Cactus and Grapefruit Leagues) to evaluate their players, so as a salute to our home in the Pacific Northwest, we formed our very own Salmon League and gave Griffey and the rest of the majors a run around the bases. Even in its unfinished state,

MLB impressed us with its



incredible immersive qualities. The game was so effective at pulling us in, a couple of ram-

pages (and slightly damaged) Seattle Mariners fans even started calling the games as they played, imitating the voices of two of the Mariners' announcers. While we fully expect that you'll be able to play MLB just for casual fun, true baseball aficionados will likely find themselves as fascinated and enter-

tained as we have been. After a few games, we began to get as caught up in managing our teams as in playing games. Our computerized players had mimicked their real-life counterparts so closely at times, we found ourselves wrestling with the same sorts of questions that the real major league clubs have been facing this season: for example, did we really want to trade our breakout shortstop for some bullpen help? Ouch! Now that's what we call realistic baseball!



BOMBERMAN 64™

We've always been huge fans of the multiplayer modes of Bomberman games, but now that we've got our pyro paws on an almost complete version of Bomberman 64, we've been impressed by the adventure mode, too. Our exclusive play test preview covers it all.

UNSAFE AND INSANE

The inhabitants of Bomber World have a unique philosophy on life... if something gets in the way, blow it up. Evidently the vile Alter didn't know this when he invaded this peaceful planet, but he's about to learn a painful lesson.

Although still in development, Hudson Soft let us peer over the blast wall at their latest version of Bomberman 64.

The game's solo-player, story mode is planned to be a 20-stage 3-D puzzle adventure where you use bombs as tools to explore the game's levels. The look-down perspective will follow the action from camera angles similar to those used in Super Mario RPG.

The cat will be packed with crisp, cartoon graphics and animation that define "too cute." But cute doesn't imply that this game will be overly planned; level is crisscrossed with challenging puzzles and hidden items. There are five areas to explore, including a new 4-legged, six-cats, an eye-melting hangar, a blue-walk, and a mysterious, infinite...



Mirry of Bomberman's stage battles are fought on small platforms, similar to Mario's battles with Bowser and other bad guys in Mario 64. Top Hat Mario never had his remote control bombs.



Bomberman's transformation to the NES's stunning graphics may need "too cute."



Your score in each level will be based on time, but you might find that the game is easier if you collect the hidden items.



These mountain peaks are teeming with enemy critters, but you'll have to wait until you blast or you'll cause an avalanche.



Exploring space stations. Each area has four sections, with a boss waiting in the final stage. When your score is based on how fast you complete a level, the game will become a little easier when you take the time to search for extra bombs and firepower. The challenge will be to use your time effectively in each stage.



Solving the game's puzzles: 20 levels depends on your puzzle-solving skills and your protective powers.

We noticed that Bomberman has expanded his talents since he left the Super NES. This new Bomberman will be able to knock his foes unconscious by bouncing bombs off their heads, and inflict additional damage by picking up and tossing unconscious enemies



Bomberman has ambled across a hidden bomb room. The game's secret areas will keep gamers exploring for hours.

around. The helmeted hero will also be able to pump his bombs up with additional power until they radiate a volatile nimbus. These pumped-up bombs will have twice the power of ordinary explosives, so you can blast away massive blocks and uncover hidden passages leading to bonus items. These new skills will also work in Battle Mode, where most hardened Bomberman players spend all their game time; for more details on Hudson Soft's multiplayer masterpiece, check out the box below.

HAVE A BLAST IN BATTLEMODE

Bomberman's multiplayer game is a well-kept secret among pyrotechnists. The truth is that many gamers purchase Bomberman just for the four-player mode. We had to blast through two found rooms in the mines and blowing each other up to be a singular blast. New features planned in Bomberman 64's Battle Mode are high explosives, life-prolonging hearts and the ability to throw or lick your bombs diagonally. Ten battle arenas are slated for the game, including the pitching deck of a sailing ship, a gully, snow-capped peak, and a two-story castle hall. These venues have more open space than the box-shaped arenas in Super Bomberman and Super Bomberman II, so be ready to work on new strategies for blasting your competition.



The new Bomberman's multiplayer mode is simple. Blow up your crits like before, they can't get you. Get in four players will make each other in one of the 10 Battle arenas.



CONKER'S QUEST



Hidden beneath the cute exterior of Conker the squirrel beats a heart of pure, 64-bit technology. To show us just what that means, *Flare* allowed your *Power* editors an exclusive play test of the most recent version of *Conker's Quest*. In a nutshell, here's what we found.



© 1997 Flare Ltd. Game by Flare





Conker's discovery of the secret ability to see invisible objects is not so obvious. At first, he doesn't know the secret, but he will be glad if you can help him find it.



Conker's reactions aren't just for his. They're also for you. You'll see him with you. The discovery of secrets and other items, such as Conker's, is vital to your success.

mark, display emotions and reactions to events. They notice things in their world, and they try to get

y o u
to notice

those things.

Although Ben was absent from the early version *Kick* provided for our use—apparently getting a make-over—we are told that she is just as interactive as Conker. In addition to the intelligence of the characters, we found some other extraordinary features in *Conker's Quest*.

We are rapidly learning that polygonal worlds don't have to look sharp-edged and flat. *Conker's Quest* does more to add to the richness of the graphics than any N64 game that we've seen in development. It may come as some surprise, though it shouldn't, that the same designers responsible for *Killer Instinct* are working on *Conker's Quest*. Other advanced technologies are being used for camera movement and the surround sound effect.



A VERY RARE RODENT

On the surface, it's hard to imagine Conker as a super hero. Maybe it's something about the fullness of the tail or that acorn-eating grin. But having spent a few hours with Ben's rodent action game, we're beginning to look beneath the fur

instead of fleas, we're finding some extraordinary technical magic. For one thing, Conker and his partner, Ben the chip-



The hidden Ben's partner, Ben, is ready to give you advice at key points in the game.



The appearance and motion of the human characters is important for the game, as they are the heroes. However, and especially, probably just means that Conker is a real hero.



SQUIRREL NIGHTMARES

Mark Bettsidge led the KI team to fame and fortune and has now turned his creativity loose on this deceptive squirrel world. Surge the hero of Conker's Quest is the direction from Chris Stamper, who fondly describes the Conker experience as a new way of playing video games, describing Conker as more of a companion than a character. Think of him as a son of virtual rodent po!



The bridge got blasted out from under us by some lightning bolt. They really shook pain out of our forest.

although we've seen only a limited two-stage world, in which virtually anything can still change, not all is friendly and happy in Conker's Quest. It wouldn't be much of a quest if it was. As soon as you arm your squirrel with a shotgun, an element of danger

is in the forest? Nothing is a sure loss. Later I lost a forest, but a lot of things were still in the forest. As long as you're in the forest, you're in the forest. It's not a loss of the forest, it's a loss of the forest.

that this is a pretty good argument for not arming animals in the first place. We feel that is short-sighted since most animals will have sharp teeth and claws. Anyway, Conker's challenge in tracking down 100 presents comes in many forms. Huge bosses like the one that met us at the top of mountains in the forest will give any action gamer a run for



Fearful? Nothing is the forest before the loss of a people plant with a human. After surviving the lightning bolt, Conker was going to a forest. This was the end of the first squirrel quest.





his conkers (by the way, a conker is a kind of acorn-like nut). We also experienced severe shock when lightning bolts exposed Conker to the bone and knocked us to a trench. There were difficult jumps, large territories to explore, keys to win and objects to find. Rare plans to include seven vehicles that



We also found luxury areas as a reward. For long and rewarding, we're just tired of our facilities. It's not the best in the business, but it's the best we can do.



Conker and Ben will use in later stages. We've also seen some early samples of those other areas, including a mine and a western area. In each of these stages, Conker wears an appropriate hat, displaying far



We're looking to bring you a few other, more interesting, more interesting, more interesting.

more style than your average squirrel. At less than 30% of completion, it's difficult to make any judgments about a game. So much can happen between now and the end of the year when Rare hopes to release *Conker's Quest*. That date may be overly ambitious for such an ambitious project, but we're keeping our balls crossed.



It's a sign of the year. Conker's Quest will be the best of the best. The best of the best is the best.



What else should we expect and what's the best of the best?





Extreme-G



IF SOMEBODY WROGGED ON TO AN EXTREME-G EDGE BY ACCIDENT, WHAT WOULD HAPPEN? SQUIDDEL PAN-CAKES. SQUIDDEL FROST. SQUIDDEL PASTE. NOT PRETTY. WE THOUGHT ABOUT THAT AS WE

BLASTED EACH OTHER ON AGRAND'S UPCOMING BATTLE RACE. THERE'S NOTHING CUTE ABOUT EXTREME-G, AND WE LOVE IT.

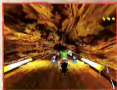


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ZOOM & BOOM

The developers at Probe are programming Extreme-G to stay ahead of the pack of other racing games by allowing you to blast away the competition with firepower. In the game's Mad-as-Mad Max futuristic setting, speed warriors will be able to pilot combat cycles through twelve careening roller coaster-style tracks. You'll aim the assorted bikes with special weapons, and up to four players will simultaneously race and battle to declare the once-and-future king of the road.



Roller coasters, advanced driving? It's a perfect storm. The Mad-as-Mad Max setting is a futuristic, high-tech world with a dark, gritty atmosphere. The track is a roller coaster, and you'll be going to outer space. It's a perfect storm of Mad Max, Roller Coaster, and L.A. Production's Dark Side of the Moon. Probe.



TEST DRIVE

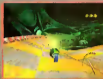
When you back brake into a curve, it's as if you found that the roller coaster in the back of your head has been turned upside down. Each speed-writhing thrusts you into a brief field of truth that lasts, best of all, with more than one minute on a day, day's night. It's a few seconds of the promise from your adult, knowledge-stricken, G-melting gut that all games, dirties, vans, what you want, all with legs, are right. And that we do appear to be, increasingly, built and repaired. Everyone's answer is the game's increasingly visceral thrill is stacked with destructive, godlike, nuclear Capital Soap Machines, which last your opponent's control into heaven. Players can also turn up Phosphor Flares to blind any bikers who may be on their tails. But shaking cameras and keeping out of their line of fire is only the extra leg of your problem. Spinning sandstorms can cloud screens, it, and sweep you off your wheels, while spewing lava

blazes, or even the FallFire that can melt your bridges and make a total mess of your own. As a result, the game's 100-minute race of 100 laps is a sort of death wish. You'll have a few minutes to make up some things before Apocalypse takes you to the extreme with its release of Extreme-G, the motorcycle.



EXTREME-G's weather is able to create a sandstorm, making it difficult to see the motorcycle made of carbon G.

Each of the eight weather modes will handle differently and have its own top speed, weather effects, build type and weapon strength. Along the way, players will be able to compensate for their bikes' shortcomings by using jet-boosters, Turbo Particle Accelerators or any of the other power-ups available in the game.



And if you're looking for a challenge, the game's 100-minute race is a sort of death wish. You'll have a few minutes to make up some things before Apocalypse takes you to the extreme with its release of Extreme-G, the motorcycle.



And if you're looking for a challenge, the game's 100-minute race is a sort of death wish. You'll have a few minutes to make up some things before Apocalypse takes you to the extreme with its release of Extreme-G, the motorcycle.



The roller coaster outposts will propel you through four different fast worlds, by day or by night. Or you'll roll out through a dark and war-pipe, dip and drop through the mud and mounds of lava. The game's speed, weapons, and other features are a promise to be, by the way, and before you'll have a chance to gas for an. Extreme-G will advance you even further into the game with its underwater tracks.





At E3, we met some of the guys who appear in WCW vs. NWO. That was pretty cool, but we think that jumping in the virtual ring is even cooler.

With real moves, easy control and four-player tag teams, we found that we simply couldn't have a bad time with the game, and that was with an incomplete version.



WCW vs. nWo

*WORLD TOUR™

(C) 1997 THQ Inc., World Championship Wrestling



REAL WRESTLERS

Due out this November, WCW vs. NWO promises to be as brutal, entertaining and real as big time wrestling gets. Just about every type of outrageous and agonizing maneuver will pop up in the game, including a variety of suplexes, leglocks and bodyfalls. Sixty wrestlers will vie for the belt, and you'll be able to make a name for yourself by either playing as one of the fictitious fighters or manipulating the personal sparring styles of recognizable wrestling superstars. The roster includes WCW and NWO wrestlers "Nature Boy" Ric Flair, "Macho Man" Randy Savage, Lex Luger, Sting, and "Hollywood" Hulk Hogan. Also making their way into the ring are real wrestlers from other federations such as the Independent Union and Dead or Alive. For more realistic impact, you'll be able to hook up your Rambler Pak. Whether you're at the receiving end of a backbreaker or Ric Flair's Figure Four Leglock, you'll be set to receive a pulverizing jolt of big time wrestling.



SIGNATURE MOVES



and wrestlers will appear around 60-70 moves including backflips, flying kicks and airplane spins. The fighters who are based on real wrestlers will also be able to execute a few of their signature moves, so expect to see things like Super Thrust Lock or Hollywood Heat's 45-foot to the moon. World tour will play like a fighting game, and with 50 moves and 60 competitors, it should keep you entertained for hours.



WCW's NWO will arm you with moves that are popular in the real ring, like the old-school powerbomb. The game's wrestlers will also fight with the favorite and moves that they're usually associated with.



Whether you're stopping Hardy Savage or a beef-jerky or breaking some one into the air, WCW Vs. NWO is especially appealing to be as much of a guilty pleasure on the N64 as it is on cable.

WRESTLING BY MICHAEL W. URSANO; FIGHTING GAME BY JEFF LABRECQUE



FOUR PLAYER MAYHEM

WCW vs. NWO: World Tour will essentially be a fighting game, and, while THQ releases it this November, it'll be the first N64 fighter that supports simultaneous four-player action. Players will be able to compete two-on-two in tag team matchups or have a four-way match where who'll be the last man standing in the battle royal setup.



But, so four players can ramble in WCW vs. NWO's ring. To coordinate the fun on any given night, you'll be able to wrap up four gamers into the arena to also sit out in the tag team competition.

None tells you when when they can and can't go. Just like their real-life counterparts, the polygon wrestlers will be able to take the fight outside of the ring to give their audience a better look at the beat.



In addition to tag team cooperative play, the game's four-player capabilities will allow gamers to simultaneously compete in all-out playoffs where it's every man for himself.

"You won't mess with Hollywood! I'll show you some real steel!" The game includes famous wrestlers along with their managers, so you'll be able to control "Hollywood" Hulk Hogan's every painful move.



Tag teams and betwixt are an essential for the title, or you can easily toss your own team together. In cut-A-Roll and Count-A-Doll word is, players will be able to design their own series of matchups that lead to the championship.

The physics, abilities, taunts and moves in WCW vs. NWO will mirror the game's real-life inspiration, so wrestlers will be able to execute the moves they're famous for, like Lex Luger's infamous Top Toe Kick.



WRESTLERS HIT E3

A lot of hot air has surrounded E3 as well as the wrestling game, so when WCW and NWO got to the party, writer Martin Scott, RJ and Bobby "The Brain" Heenan stopped by to type their new game, but more probably already used to the atmosphere...



To begin WCW Vs. NWO World Tour, our little wrestling spectators muscled their way into THQ's E3 party on the left tonight. WCW director of marketing Jayson Michael Weber, WCW wrestler Bobby "The Brain" Heenan, THQ President and CEO Bruce Fierman, and WCW legend "Nature Boy" Ric Flair

Bobby "The Brain" Heenan introduces the WCW's Ric Flair as he prepares to take an NWO's Scott Norton on an ass-kicking NBA wrestling bout. The game spur to real pro wrestlers and their trademark stunts, so who better to show off THQ's version of the 15 title world champion than the Nature Boy himself?



The jaws of the wrestling world popped at the opportunity to go to the mix with the pros at Nintendo WCW Vs. NWO World Tour's fan player capital as allow fans chance to club it out simultaneously. At the Nintendo Booth, Scott Norton left us enlightened with Team Nintendo's bowlers as well as Ric Flair.



Someone does the NWO's version means up to the real thing? WCW and NWO wrestlers provided a real life comparison by physically battling it out at THQ's party. As Scott Norton tonight the WCW's Scotty Pappas into submission, onlookers were able to get what for look at just how closely WCW Vs. NWO mimics the real McCoy.



SILICON VALLEY

We first reported on the wild animal world of BMG's Silicon Valley in June. The station's still out of control, but the developers are busy as beavers wrangling it into an all-new species of gaming.

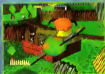


Animal Anarchy

It's a place where you can be a beaver, a bear, a bird, or a bat. Animals are the stars of the game. You can be a beaver, a bear, a bird, or a bat. Animals are the stars of the game.

approach a full-blown, top-down, first-person, friendly, non-violent, and a bit of a joke. It's a game of the DMG.

In June, V. DMG Communications of San Jose, California, put it, "DMG wants to create a game from scratch. The new game at its core is a beaver or 'beaver' game." Rather than creating a game that fits into an already existing genre, DMG is setting out to explore new worlds of gaming with Silicon Valley.



You'll get a lot of control over the game. Lots of the 40 hours to work from now into a full-time job, such as the day-after-noon.



As the station drifts toward earth, Dan Danger must try to tame the floating ecosystem. From



The station will support 40 environments, including arctic, aquatic and volcanic areas.



Earth elements target to certain areas. To reach high places, fly in the robot center.

the safety of his ship, Dan can remotely control a mobile microclip—the only remnant of his spaceship that managed to survive a recon mission aboard the space station—to command the various transforming robots. Each of the 40 species of "Nanobots" has its unique characteristics, so Dan must find the right animal for the right situation. By fighting, taming or puzzle-solving, he can win control of a Nanobot. In Volume 97, DMA revealed plans to create 30 complex levels for the game. Now, only

three issues later, Dan Danger is exploring 40 areas of Silicon Valley. The game should be available near the end of '97, when DMA promises to unleash more surprises aboard the space station.



ZOO REVIEW

AL E.S. DMA Design presented two stepped-down demo levels of their space station to give a simple sampling of its puzzles. Simple? That DMA's idea of simplicity challenged expo goes just barely here at Silicon Valley's clever gameplay. Games could guide the mouse, frog, dog, bed, lion, sheep, penguin, hunk, bear and microchip through European grasslands and arctic regions. In the arctic, you had to enter an ice mine to catch a penguin that would free you if you approached him. Closing off the mine's exits would have trapped him, but only snowballs too tiny to block the exits were nearby. The game constantly tests your reasoning. After some logic-guzzling, the solution turns out that you have to roll the snowballs through the mine until they collect enough snow to become suitable blockades.



Each level had suggested traits and constraints like a variety of objects. Constraints: a frog, lion, bear, sheep, penguin, hunk, and hunk. You can't touch volcanic, water, or air and there's only one penguin in the level. In a race, if the frog is actually the best, DMA's complexity of their game is not from the space station.



SAN FRANCISCO RUSH EXTREME RACING



After play-testing multiple versions of San Francisco Rush, we predict that it will be a huge hit this fall. Midway is still applying the Turtle Wax, but it's already a hit at Power. Our preview shows why it could be called Adrenaline Rush.

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PREVIEW **SAN FRANCISCO RUSH** **NP 100**

SF WHEELS

SF Rush will definitely live up to its Extreme Racing moniker. San Francisco is famous for having some of the world's steepest streets, and racing down them will make for some severely hazardous driving. Add the 90-degree turns that plague downtown, and you'll begin to realize that the city won't be the easiest place to drag race. Due out this winter, SF Rush will play more like a high-speed Hollywood chase scene than a road race. Navigating through branching arteries, catching air off the tops of hills, and having close calls with skyscrapers all will add to SF Rush's over-the-top racing action.



The downtown floor will roll out a bevy of vehicles for you to blast through the Bay City in—you'll be able to hop into everything from a sleek Formula or four-door sedan to a VW bug or hippo van. If you launch in second base, you may win the legs to one of the scowling spectators.

ON A ROLL

If the godlock of racing games is making you feel tired, run-down and shiftless, SF Rush will get your engine revving with its breakneck, high-flying dose of racing. You'll get a fuel injected rush of adrenaline as you speed through the air, hill after mountainous hill. Courses will branch into numerous well hidden shortcuts and longcuts, so racers will be able to tear through San Francisco inside and out, racing through tunnels, blockades, unfinished overpasses, and office building hallways.



Part of the fun of San Francisco Rush Extreme Racing will be discovering the secret shortcuts. Concrete ramps and beams may launch you into skyscraper rooftops or through the windows of buildings. To reach other shortcuts, you'll have to maneuver with careful agility. The only way to reach the gravity-defying loop-to-loop track is by jumping a large gap.



For an auto racing game, you sure won't spend much time with your wheels on the ground. San Francisco's steep streets will keep your car airborne. In addition to the rush you'll get from roving the city on the Bay Area, you may also end up crash-landing into a building.



BAY RUSH

San Francisco Rush will strive to faithfully duplicate many of the city's celebrated streets, sights and landmarks. Racers will be able to spy streetcars, Sutro Tower, Coit Tower and the Transamerica Pyramid in the distance, while Haight-Ashbury and the Golden Gate Bridge will become speedways. In one of the game's more

harrowing detours, drivers will be able to zip up Grant Avenue through the gates of the International District to launch themselves down the zig-zagging Lombard Street—the world's most crooked road. To anticipate some of the game's abrupt turns and surprises, drivers can keep an eye on their on-screen map, as well as their radar, to monitor nearby drivers. But that's as predictable as it will get—the city is to be explored, and the detours won't appear on your map.



The speedsters will take you through San Francisco's famed landmarks, and anyone who has visited the town will readily recognize many places in the game.



The courses will vary in difficulty, but they'll always have enough city-streeping slopes to keep you feeling light-headed. A race track's elevation may change by 2,000 feet over the course of the race.



San Francisco's colorful courses will cover a lot of ground. A single lap may take around three minutes to complete.



SF RUMBLE

If ever there was a city meant for the Rumble Pak, it would be earthquake-prone San Francisco. With the Rumble Pak installed under your hood, you won't be able to feel any seismic activity from the San Andreas Fault, but you will be able to feel the tremors from your shaky steering, high-speed collisions and drive-

bombing crash landings. Up to two players can race simultaneously in the game's Practice or Race modes. The San Francisco Rush Extreme Racing circuit will feature eight lengthy courses that will each span an average of three scenic miles of endurance racing. When the winner season rolls out this year, be sure to have your crash helmet, Rumble Pak, and a cushy bucket seat warmed up, because Midway is scheduling to wheel out the N64 version of the rush near the end of 1996.

You'll be able to view the city from various camera angles. Drivers will be able to steer from behind the wheel with the first-person view, or they can choose from the "out of car" third-person views.



Why amuse the entire U.S.A. when the streets of San Francisco will give you 56 states' worth of kooky turns, bizarre shortcuts, terrific scenery, exaggerated weather effects, exploding cars and 98% can-you-feel-that-fun-factor?



Mortal Kombat
Mythologies Sub-
Zero™ © 1991 Midway
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reserved. MIDWAY,
MORTAL KOMBAT,
THE DRAGON
DESIGN and all
character
names are the
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Games, Inc.
Used by per-
mission.



And now for something completely different. From the spirit of John Woo, comes one of Mortal Kombat, comes a whole new take on the world of MK. Midway went on the latest charts and took on the game, but the early version we've played so far was so early that the worms weren't even out of bed. And yet the idea is so intriguing that we're already hooked. It's all about the beginning of the MK tournament and Sub-Zero's adventures, and it includes plot-tem and fighting action. Can this weird mix really work? We think so, and this early preview will tell you why.

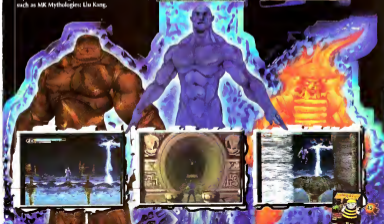


BUILDING A MYSTERY

Even after three installments of *Mortal Kombat*, the games have never explained the existence of the Outworld or its ancient fighting tournaments. The MK trilogy's prequel, *MK Mythologies: Sub-Zero* will attempt to demystify much of the mystery surrounding the series. But rather than presenting the story through MK's formula of tournament fighting, *Mythologies* will reveal its tale through a one-player, side-scrolling adventure in which RPG character-building is the game's defining feature. When we ventured through the game's first quest to find a map, we fought as Sub-Zero (the only playable character in *Mythologies*) in traditional MK style. However, before we could even use his basic freeze move, we had to earn enough experience points so we could learn to master his icy attack. Midway has promised us that, in addition to sparring with MK regulars, players will hunt heads with 30 new characters and monsters (who'll reemerge in the MK 4 arcade game and in the upcoming film, *MK: Annihilation*). If *Mythologies* proves to be a hit after its release in September or early October, fans can expect more RPG-fighters based on MK characters, such as *MK Mythologies: Liu Kang*.



MK introduced the Outworld and *Mythologies* will introduce an all-new land called the Netherworld. In his quest that spans two levels of this uncharted territory, Sub-Zero will have to solve puzzles and uncover hidden areas to find items that can strengthen his abilities. MK's requisite fighting and tricking magic will return in *Mythologies*, but you'll be able to fight or flee in virtually loaded, level 2-D arenas with varying enemy waves and obstacles too hot to list or simulate, however.





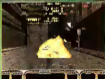
Our early, playable version of Duke Nukem 64 is just complete enough to give us a taste of what's in store—an explosive shooter with a gritty sense of humor. You almost have to play this game wearing a cracked leather jacket and shades. Check out the *Formula 1* compatible title from GT Interactive.

DUKE NUKEM

64

INVASION!

Skating across the earth's exosphere, Duke Nukem was sorting out his landing coordinates when a missile crashed into his space cruiser. As his ship spun out of control, its computer spattered something about an alien invasion, falling out in the struggle here over Hollywood, Duke checked the clip on his pistol and banked his parachute for a nearby rooftop. He figured that the earth could lend for itself—someone was going to pay for the ding in his ride.



Special upgrades are required to play this game. Duke Nukem 64's apocalyptic landscape is studded with broken appliances and areas



We always have teams of our enthusiasts searching for hidden doors. A mischievous explorer can uncover a passage to a secret area.



LET'S ROCK!!!

While still in Team complete, Duke Nukem 64 promises to rock plenty of riffs and riffs, when it's released in the late fall. We had an opportunity to preview an early version, which is a blending of a Doom-style game with tongue-in-cheek references to contemporary pop culture. In Duke Nukem 64, Schwarzenegger-film hero must track and battle a:



These alien groups hate TripTiks. We played levels on the walk and wait for the levels to cross the hour trip zone. Come and get some!



These heavy hitters think they're hot shots until they taste abuse from Duke's exclusive arsenal. The General's Launcher made our day.



This is a screenshot from Duke Nukem 64. The text is partially obscured but appears to be a caption for the image.



If you've got aliens running around in a first-person perspective game, you've gotta have a shotgun. Duke Nukem 64 won't do you wrong.



Look out below! This score pile was so nice-reared by our rooftop perch that they slipped over the remote bomb we dropped on their toes.

DUKE MATCH

We were in the mood for some unnecessary roughness. Nabbing a pair of innocent victims, we thrust controllers in their hands and watched them flee from our machine guns. Nukem's multiplayer modes use a split screen similar to Mario Kart 64 and GoldenEye's. Our only mistake was agreeing to another game. Sure, losers learn quickly in Duke's domain.



Duke Nukem 64 will have several rough and rowdy multiplayer modes, including first-in-first-out (FIFO), two-to-two team play, and a lethal version of Capture the Flag. As a special Mod Squad mode,

there's even a high-intensity race to the stage out. The gamers' word of the action is split two ways for two-player matches, while the screen is split four ways for three- and four-player duels.





© 1997 Acclaim



The hi-res world of QB Club '98 may change everything. Every version has something so spectacular that we lose consciousness. We recommend reading this preview while sitting down.



It's not hard to figure out what football fans want in a video game. They want realism, stunning graphics, a bazillion options, outstanding play control and an AI program that thinks like Knute Rockne. Unfortunately, many software developers have fumbled trying to combine these elements in one game—until now. We think NFL Quarterback Club '98 will be one of the benchmarks for future football



Back in '97, that's not to mention, 70 of the players' movements have been custom captured and rendered in stunning 3-D graphics.



Go onto the field. Specialized moves will include first, one, outside, stiff cross, barrier and defensive line-defender dives.



We worked around with the camera angles, taking in the action from six different lenses, including a custom camera perspective.



When the ball is away, just press the controller button you use to view your intended receiver to track the ball.



It's in the zone! Customizable on-screen indicators are placed for the game, and we were playing over the end zone antics.

Index for the N64

This game gets real. NFL Quarterback Club '98 is licensed by the National Football League and Players Inc., which means you'll see the official team logos, uniforms and the real players' names in the game. With actual teams and players, it makes sense that the godron battles take place in real venues. That's why all 30 NFL stadiums will be rendered and reproduced in stunning 3-D graphics.

How stunning are the graphics? This will be the first North American N64 title to use a high-resolution mode, a sharp, 640x480 resolution that has never been produced on any console system. That means you'll see details as small as the team logos on the helmets of all 22 players on the field. We're talking about a resolution so fine that you can read the player's name, number and the position he plays as he dives for a first down.









JUST THE BEGINNING!
Not many magazines are even around much less thriving, at the 100 issue mark. We're proud of what we've accomplished, and we can't wait to see what the next 100 issues will have in store for us!



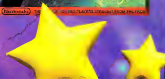
FUN To 100th POWER



To THE FUN 100TH STAR POWER

Vol. 1, 1988 - Vol. 100, 1997

Remember, it's not just your old flash but up the corner of your eye. A splash of color, an exploding headline. The names that are the heart of Nintendo Power! You see it first, its cover engulfs you with promises of game play, gold trophies, exclusive strategies? Secret codes? Insider scoops? It's all true, and it's all yours for the taking. If you'll only open that cover!







FARVE'S FAVORITES

If you're looking for insider strategies, NFL Quarterback Club '98 will have the plays you need. The game's developers consulted Brett Favre, Packers quarterback and 1995 NFL MVP, and built in including his favorite plays in the game.



Whether you're playing a single game, simulating a historic situation, or leading your team to the Super Bowl in Season Mode, NFL Quarterback Club '98 has the options you'll need to customize the game to your tastes. Make small or big changes. You can do something as basic as selecting a new difficulty level, or you can completely reorganize your offense, defensive or special teams by substituting players from the bench. Fantasy football fans will balk in the NFL Play Season Mode, where gamers control the action in the front office and the sidelines. You'll be able to manage your team's roster in Season Mode, creating, drafting, trading, signing and releasing new players—just remember the salary cap. If you're into the expansion scene, NFL Quarterback Club '98 will even let you create new teams. The game will also track player and team statistics throughout the season, highlighting the league leaders in categories including passing, receiving, blocking, rushing, and punt returns.

We felt like we were totally in control of the action in Quarterback Club '98. The players reacted to the N64 controller's commands with pinpoint accuracy. The players' moves were easy to learn, so we spent more time enjoying the game and less time figuring out which

button to press. In addition to the usual video game repertoire of pass, pitch and speed burst, ball carriers can use dives, stiff arms and hurdles. By pushing the Control Stick at various angles, we discovered that our players could run at nine different speeds.

If you're one of those gamers who looks for a sure-fire play that locks the computer every time, you'll probably get some turf when you try to befuddle this game. We found that even the early version of the computer's AI quickly adjusted to and capitalized on customized plays, closing holes and tripping the coverage on receivers. While the AI defenders in other games run their play patterns or charge after the player with the ball, the defenders in this game will think about where you might go and shut down your options. You'll have to play as smart as a pro if you expect to reach the Super Bowl.



The Options Menu will let you choose to play 2 or 4 teams, the series, weather and pick a color for the players you control in the game.



It works, when the ball is well-hand, players will be able to dive or run for the ball, even additional dives on the play.





With all the excitement, NFL QB Club's Action and Game Mode Controls let you control the view to look at the play in the pass.



The QB-Run View will show the motion from a wide angle so you'll see all of the players as they move across the field and down it.



All 30 NFL stadiums are produced in the game. The crowd's cheer atmosphere and the coast-to-coast view highlights the drama on the field.

WICKED WEATHER



Want to play in some tough conditions? NFL Quarterback Club '98 will let you play without weather control on any field. Pick the weather that's right for you.



Get weather, stadium, and player statistics while you play. You'll see the current game score, the field temperature, and the current weather conditions.



Get more on the speed of the weather. You'll see the current game score, the field temperature, and the current weather conditions.



BODY HARVEST

© 1997 Nintendo of America

We may not know just when Body Harvest will be completed, but the exclusive art sent to us from DMA makes us hope that it will be soon. Giant alien bugs, dozens of vehicles, RPG elements—it makes us all want to move to Scotland.



GUESS WHO'S COMING TO DINNER

We first heard buzzings of Body Harvest and its insectoid crewman in 1995, when the game was in its larval stages. The developers at DMA Design are now reprogramming the straight-ahead shooter to broaden its appeal by combining shoot-'em-up action with RPG problem-solving. As a result, consorting with low-life people may now turn up clues or keys to an attack vehicle. Nintendo plans to unleash the harvest in early '98.



BY FOOT



With lots of ground to cover, Drake may be better off on a vehicle. Otherwise, he may end up as bug food. The Human Collecting Unit aliens ensure you're not too safe as they can bring the people (and looking red screaming back to the "queen bee" of the operation, the Processor.

BY SEA



To crush out the alien invasion, you'll have a versatile museum of transportation to pilot. The game will constantly challenge you to rethink how to get around by putting you behind the controls of yachts, helicopters, hoverbats, nuclear subs, motorcycles, jet skis, vertigo cars or futuristic aircraft.

BY AIR



Each of the six operating levels will feature vehicles that are tops of the line period, such as a diesel airplane in LA or Greece. You'll be able to test out vehicles in 24 hours, 30 days America or 1000 galaxies. You can even time hop to Tokyo in 20 years or unravel the alien conspiracy at Area 51 in 1967.

LIKE ANTS AT A PICNIC

The year is 2055, and an alien race with an appetite for people has practically devoured the entire human race, save for a handful of people aboard a space station orbiting the earth. As survivor Adam Drake, you must go back in time to fend off the aliens during their major binges. To trap their prey for their feast, the aliens routinely contained off entire countries with a shield wall. Drake must materialize into those areas and use whatever weapons and vehicles he can find to exterminate the insectoids. Various people may stand in the way of these items, so Drake will have to convince the sheriff of the alien threat or search houses to find people who can upgrade his weapons.

BY LAND



Rolling across sand, snow or pavement, you'll be in for a frightening ride, and DDA is striving to make the game as scary as possible. To kill you into a false sense of security, they're promising unique weapons and on-top-of-power-ups, which should be helpful during your final showdown on the alien's homeland.

TOP GEAR RALLY

©1997 Boss Game Studios,
Licensed by Nintendo



We've logged more hours in Top Gear Rally than in any other upcoming racer. That should tell you something. (For one thing,

we work in the right place.) We'll tell you a few more things about Rally in this preview.



© 1997 Nintendo





In the Main Paint menu? Hecky! But we couldn't stay away from Top Gear Rally's Paint Shop menu. You'll be able to customize the decals and design and paint a scheme on your vehicle, so your car will sport your own team logo on race day.

Pop The Clutch

What's the toughest thing about Top Gear Rally? We found out that it was putting the controller down when we took our customized car for a spin in one of the game's four race modes. Rally's preliminary design is packed with plenty of rich details, options and challenges—a high-octane madcap that kept us behind the wheel long after our co-workers were home.

If you've played any title in the Top Gear Rally series, you'll recognize Championship Mode, a season-long challenge that makes you start every race in 20th place and try to work your way to the front of the pack in three legs. Rally's nice courses will be colorful, traversing high mountains, dusty deserts, foggy seashores and steamy jungles. Depending on how fast you drive, you'll discover additional cars or even a hidden course.



We had to take a wild ride on one of the many shortcuts crisscrossing each stage if we wanted a record time—but we also discovered that in this mode the shortest distance between two points is never a straight line. It's

extremely challenging to stay on the narrow roads, and when we didn't, our vehicle paid the price in appearance and performance.

Since our car's look was second only to top speed and handling, we spent hours redesigning our vehicle in the Paint Shop. This user-friendly menu is a mixture of an Auto Detail Shop and Mario



Paint. Zoom in on any of the 100 panels on your car; then go to work with the generous array of brushes, text, geometric shapes and the huge palette of colors. You can save your work to your Controller Pak, so your design will always be ready for race day.

Is there more? You bet your socket set—so many details and options that we don't have room to cover it all here. Look for the hard-driving facts when the game hits the road this fall.



Dropped upside down will offer far long car-crag penalties. If you keep the road to the right, you might check the top line that gets you to the game's hidden race track.

Keep your eyes on the road. If you bump into a car or a roadside attraction, your vehicle will pay the price, both in performance and appearance.



THQ sent us a pre-pre alpha version of their upcoming RPG, **Quest 64**. Even though about 80% of the game is still in the works, we could see that **Quest** has promise. These screen shots are so exclusive that they practically live on a yacht.



Quest

64



When a large enemy is created, it's time to cast a spell. Fire magic, also easily learned, but at least one wild spell has an unexpected effect. If you cast the wild spell, it kills up the enemy that drops it on its head.

Casting the Spell

If Quest 64 were a building under construction, it would have a big hole for a basement, some concrete slabs and steel bars sticking up, and lots of construction materials lying around. But messy or not, it was exciting to wander about such an early world and see its potential. The first true RPG for the N64 will follow many traditions of the genre, but should break new ground in other areas, including a real-time battle system that lets you evade enemy attacks and an internal clock that causes the game to day into night.

Quest 64 (93) a working title) will feature parties of up to three characters. In our walk-around version, we controlled Jonjak, a heroic lad from the Kingdom of Skarra. He will be



joined by a leonid fighter, Flora, a warrior named Kirik, and a mysterious Merlin-esque wizard. Magic spells depend on the four elements of fire, wind, water and earth. As you gain experience, you'll gain power, as well. We managed to run into several enemies on our walk-



about, and we've seen others in screen shots from Japan, including a huge dragon.

Even at this barebones stage, Quest 64 had text messages, subtitles and a variety of areas. The finished



Anyway, Quest 64's characters and environments look very good. Only a few of the settings were anywhere near being finished, but the world promises to be quite large and varied. In addition to the towns and mountains areas we explored, there will be castles, open country side, and much more.

game will contain at least three kingdoms, dozens of enemies and many characters who hold information and items. You'll find shops, inns, pubs and other businesses. The story is about Jonjak (whose name may well change for the North American version of the game) who must retrieve a stolen magic book that has unleashed unspookable evil on the three Cilt Lands. THQ hopes to have Quest 64 ready for a first quarter 1998 release. There's a long way to go, but a good optic is worth the wait.

Day & Night



This time feature is very cool. Not only do the graphics change with the time of day, but characters will react to you differently, or show up in different places at night and during the day. Also, accessories only appear only at certain times—maybe when they're hungry.



In the spirit of our 100th issue
spectacular, we'll show you
the 100 best places to
ambush your adversaries in
GoldenEye's
Multi-Player Mode.
For England, James.

GOLDENEYE™

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MULTIPLAYER MAYHEM 007™

We'll start off with an overview of the different scenarios and options available in the Multi-Player, Live and Lat Die Mode and then follow up with maps and tips for each arena. In a Normal scenario-players shoot it out for a specific time or until a point limit is reached. Other variations are outlined below.

YOU ONLY LIVE TWICE

Dead has had more than the preferred idea here in his career, but you'll only live once. The last agent standing will be the victor—the winner of the match.

THE LIVING DAYLIGHTS

This scenario is just like the old "Capture the Flag" game, except with guns. The enemies who manages to bring on to the flag the longest will be the winner.

THE MAN WITH THE GOLDEN GUN

In this scenario, along with the usual complement of pistols and submachine, a Golden Gun will be scattered somewhere in the arena. One shot from the Golden Gun will defeat an enemy instantly, even if he is in the wearing Body Armor.

LICENSE TO KILL

Get ready for mayhem because in License to Kill, any gunshot or blow to any part of the body will defeat an enemy instantly. In this scenario, even a slip in the face would be a fatal blow.

TEAM

In Team play, team members' scores are combined at the end of the match to determine the winning team. You can choose between a 2-on-2, 3-on-1 and 2-on-1 matches. You can hurt your teammates, so watch whom you point your weapons.



GOLDENEYE UPDATE

GoldenEye updates at a few changes after Vol. 99 went to press. There's a price will be minor differences between what was in our review and what will be in the final game; for example, the "Machete civilian case files" objectives was added to many of the chapters on the 00 Agent levels. The strategies we outlined, however, are still valid.



AND THEN THERE WERE NONE 007™

Combatants have the opportunity to choose a character before each match. There are eight default characters, including Bond, Natalya, Trevelyan, Xenia and others. Once you defeat the boss of the Agent level, a total of 33 characters will be available, including several from other classic Bond adventures.

CAMOUFLAGE

Depending on where you do battle, your character may give you a small advantage. All characters have the same physical abilities, but those with dark clothing can blend into the shadows at certain areas.



ODD JOB / JAWS

These are the only characters with a marked physical advantage or disadvantage. (Xenia is shorter than most, making his very hard to hit. The taller than average James is a sitting duck in exact corners.)



IN YOUR SIGHTS 007™

There are many different strategies you can use, but it's essential to target well and learn how to evade enemy gunfire. Practice on targets at different distances and use what the zoom-in function can and cannot do.

HEAD SHOTS

Shots to the upper body end to the head are much more damaging than shots to other parts of the body. In fact, a single head shot can deplete half your Body Armor or life meter.



ONE STEP

Moving targets are obviously much tougher to hit than stationary ones. Practice moving or dodging and shooting at the same time. Try to "lead" your shots ahead of moving targets.



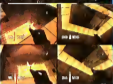
NEW LEVELS 007™

After your first regular mission, the first seven arenas will be available in Multi-Player Mode. Additional arenas become available as you complete more missions.



TEMPLE 007

Wide open spaces make the Temple a threat to rookies and veterans alike. The map shows the locations of the Best Airbrush Positions, the Selected Weapons, ammo for the Subfactor Weapons and so on. Selected Weapons include any weapon chosen specifically for a match, like remote mines, rockets, etc. Below each map, we've listed our favorite scenario, game length and weapon for that area.



GUARD THE BODY ARMOR



SCENARIO: THE MAN WITH THE GOLDEN GUN
GAME LENGTH: 10 MINUTES
WEAPONS: GOLDEN GUN

There's only one can of Body Armor in the Temple, and some one is bound to go for it. Some agents like to grab it and then wait in the shadows to ambush the most person. For even better strategy would be to grab it and then leave a mine or three behind as a surprise present.

COMPLEX 007

The low ceilings confuse your radar, and it's hard to tell if an adversary is on the same or a different level from you, so always assume an enemy really is around the corner. The many catwalks and lookouts give you lots chances for sniping, and the low ceilings and thin walls make explosives doubly dangerous. Search for a camouflaged alcove off a catwalk in the Northeast corner.



SCENARIO: YOU ONLY LIVE TWICE
GAME LENGTH: LAST PERSON ALIVE WINS
WEAPONS: REMOTE MINES



CAVE 007

If you like Proximity Mines, then the Caves will be your playground. There are lots of shadowy places in which to hide the invidious little things, but remember where you put them, or you'll be a Candidate for the Lening Award! Combustions with dark clothing will also like this dimly lit arena. There are lots of places where you can see other levels above and below you, and whoever holds the high ground will hold the advantage. There's an especially good ambush position in the large chamber to the northwest.



SCENARIO: 2 vs 2
 GAME LENGTH: FIRST TO 10 POINTS
 WEAPONS: REMOTE MINES

 HOLDING THE HIGH GROUND


The concrete level five works better facing downhill than uphill, so anyone on the high ground will have the upper hand. Another thing to keep in mind is that none of the players look too strong to climb, but you can actually run up and down them and catch your fate by surprise from behind.

START POSITIONS

SELECTED WEAPON


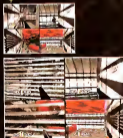
AMMO

BEST AMBUSH POSITIONS

FLAG

GOLDEN GUN

MINE PLACEMENTS

 VENTING YOUR FRUSTRATION


One sneaky tactic is to wait just inside an air vent and when it opens, who crosses your line of sight. You can shoot both ways through the grates covering the vents, but the grate covering the crosswalked above is bulletproof in one direction; you can shoot into it, but you can't shoot out from it.



LIBRARY007

The Library is actually made up of the Stacks and the Basement, if you select either the Stacks or the Basement, you can't access the other area. If you choose the Library, you'll be able to move freely between them. When using the Library, you can shoot through the grates in the ceilings and floors and into the next level.

SCENARIO:

2 vs 2

GAME LENGTH:

FIRST TO 10 POINTS

WEAPONS:

POWER WEAPONS



SCENARIO:

THE LIVING DAYLIGHTS

GAME LENGTH:

10 MINUTES

WEAPONS:

POWER WEAPONS

STACKS007

With its large, multi-level chambers and many secret passages, the Stacks favor agents who keep moving, and it's one of the best areas for The Living Daylights scenario. Mines and rockets are moderately successful here (focus your attention on the entrances to the secret passages), but the Power Weapons will give you the most long-range bang for your buck.



BASEMENT007

The Basement is small, but it's easy to get turned around in here. The Body Armor is in the center of the map, so use it as a landmark. The pillars will slow you and be used for cover and for ambushing, but beware of mines planted near weapon and ammo caches. Sidestepping and running at angles are essential down here, and you'd better get used to close combat.



SCENARIO:

LICENSE TO KILL

GAME LENGTH:

5 MINUTES

WEAPONS:

SLAPPERS ONLY!



A BIRD'S EYE VIEW IS BEST



The best spots to set up ambushes are on the catwalks that ring the larger rooms and, if you're using the main Library, in corners near the entrances to the Basement. Wait until your prey is at the center of a room (far from cover) before you fire. You can also place mines on catwalks above doorways.



INTO A CORNER

If your battle is confined to the Basement, these dead ends can be good and bad. If you're using guns only, just crouch at a dead end. If anyone pulls a hit or two behind you, the mine can become well more than you were initially and alert you. Explosive weapons, however, could spell trouble for you.



FACILITY 007

The compact Facility makes for short run-ins and high body counts, especially in a License To Kill match. After you've been initiated, always assume you'll run back up, right next to an opponent. If you're being chased, take the time to close a door behind you. This will delay your pursuer, and even if your opponent opens the door immediately, it will take them a moment to locate you again before aiming and firing.



SCENARIO: LICENSE TO KILL
GAME LENGTH: 10 MINUTES
WEAPONS: POWER WEAPONS

 MERRY GO ROUND

One of the best tactics is to run around the halls at the northwest end of the Facility. Change directions a lot and dash up and down the stairs and through the restroom. This will keep your opponents off balance and give you the advantage. The hallway and the restroom stalls are good ambush positions.



START POSITIONS

SELECTED WEAPON

AMMO

BEST AMBUSH POSITIONS

FLAG

GOLDEN GUN

MINE PLACEMENTS

CONFIDENTIAL



BUNKER 007

The Bunker is large and well-lit, making it a suitable training ground for novice agents. If you see on your radar that an enemy is on the other side of a door, stand to one side and face the door diagonally before you open it. Most combatants stand at the center of the doorway, hoping to fire the first shot as it opens. Chances are you'll be out of the direct line of fire, but you'll have the drop on your foe.



STAIRWAY TO DISASTER



The alcove just below the stairway to the control room is a great vantage point to view the hall in front of you. If anyone passes around a corner or from a door, you'll have a clear shot. For a change of pace, head outside for an old-fashioned Wild West-style shootout with pistols at ten paces!

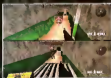
ARCHIVES 007

There are few places to run and hide in the Archives, so the action is fast and furious. The offices can be good places to take cover, but make sure the room has no crates or even a table in it. These objects will explode when shot, and they will regenerate quickly. Crouching and sidestepping will serve you well in this confined space.



NOWHERE TO HIDE

It's better to keep moving than to stand your ground. You might think there's cover, but most cover isn't really there. It's better to run up and down the stairs to keep your opponents guessing. As in the Complex, it's hard to tell from the radar screen what level someone is on.



SCENARIO: LICENSE TO KILL
GAME LENGTH: FIRST TO 10 POINTS
WEAPONS: PISTOLS



SCENARIO: NORMAL
GAME LENGTH: FIRST TO 10 POINTS
WEAPONS: POWER WEAPONS

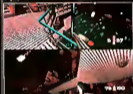
CAVERN 007

The Caverns are spread out with many separate or isolated sections, so be prepared to do a lot of running. Use the secret passage between the small cavern to the south and the main pump room to outflank your foes.

In the large chamber to the north, you can shoot at the walkway from the windows on the west side. Use a rocket and watch the fireworks!



SNEAK AND PEAK



You'll spend a lot of time sneaking around on the walkways to along for your quarry. Though most agents feel pretty safe on the walkways, there are several spots where they don't run parallel, and you can target someone on the upper or lower level. The stairwells are also good ambush spots.



START POSITIONS

SELECTED WEAPON

AMMO

BEST AMBUSH POSITIONS

FLAG

GOLDEN GUN

MINE PLACEMENTS

SCENARIO: NORMAL
 GAME LENGTH: 10 MINUTES
 WEAPONS: ROCKETS



EGYPT 007

There's almost too much cover in the Egyptian temple. The pillars will interfere with your aim and force you to take the battle up close and personal. Some particularly nasty agents have been known to run along the upper western corridor, shooting or tossing grenades down the chutes at the lower pathways. If you don't counter your throw perfectly, an explosive may bounce back and go off in your face!



SCENARIO:

2 vs 2

GAME LENGTH:

FIRST TO 10 POINTS

WEAPONS:

GRENADES/ROCKETS



VIEW TO A KILL

There's a high lookout at the west end of the large chamber to the north. The opening can be opened and closed, and it's worth to see from the floor. Open the door, check a few grenades out of your opponent and then immediately shut the door. The entrance to the passages is also concealed.



START POSITIONS

SELECTED WEAPON

AMMO

BEST AMBUSH POSITIONS

FLAG

GOLDEN GUN

WINE PLACEMENTS

FROM Q BRANCH

Looking for an adrenaline or just some fun option? Cheat options earned in the regular game can be used in the Live and Let Die mode. Finish the regular missions within the target times shown on the briefing screens to earn cheats.



100 BEST CODES EVER

From 1-Ups to power-ups, from big guns to big heads, we've seen all sorts of codes for all sorts of games over the 100 installments of Classified Information. We've dug down deep into our CI archives and come up with 100 of the best codes, in our admittedly biased opinions, we've ever featured.

While we made the urge to rank the codes (and thus avoided many Nief fights in the process), we've listed the ten codes that we think deserve special recognition first. They all are "firsts" in their categories or had significant impact on gaming trends. The rest of the best appear on the following pages in no particular order. Many deserving

codes didn't make the cut due to limited space, but we tried to select a representative sample of cool, unusual and just plain fun codes from many different categories. Note: In this article, Control Pad/Stick directions have all been spelled out, and L and R refer to the L and R Buttons.

SPECIAL TRENDS

EXTRA-HITS

MISADVENTURES

STARS & STRIPS

DOWN RELOADED

PUZZLE-UPS

THE KONAMI CODE

This is possibly the most famous code in gaming history. With Konami classics like Contra, Life Force and Gradius for the NES and Nemesis for the Game Boy, you could get extra lives or full weapons by pressing Up, Down, Down Left, Right, Left, Right, B, A and Start on the title screen or while the game was paused. Konami later threw players a curve with

Numerous Codes

NES: Up, Down, Down Left, Right, Left, Right, B, A



Gradius II for the Super NES. The L and R Buttons on the Super NES controller were a new thing then, so Konami reversed the code: Up, Down, Left, Right, Left, Right, L, R.

THE MINUS WORLD

The Minus World was the result of a quirk in the SMB program, not a planned secret stage, but it's very extensive, surreal and delightfully playful. To reach it, stand on top of the pipe in World 2 that takes you to the flag pole. Break the 2nd and 3rd ceiling bricks from the right. Fall left and jump up. Hit the back of your head on the left side of the brick next to the

Super Mario Bros

2nd



pipe. If you hit it just right, you'll be pulled through the wall. Quickly jump into the left pipe (ouch the Minus World, from which there is no escape if you wait too long, you'll slip to Work) first.

THE JUSTIN BAILEY CODE

Whoever Justin Bailey was, we can thank him for one of the best and still one of the coolest weapon codes ever: **JUSTIN BAILEY** as your password, with all dashes on the second line. You'll start the game with 8 Energy Containers, 250 Medals and the Wave Gun. In addition, Justin and Bailey will be defeated, and Seta will exchange her armor for a gift from costume

Metrod

85



THE WILD WARP CODE

RPG and adventure game codes tend to be less one-powering than action game codes, adding new close objects to games but often leaving a lot of the challenge intact. The Wild Warp code is a not-so-early example. By holding A and B on Controller I and pressing A on Controller II, you can warp to

Crystalis

85



one of 10 locations in the game. We warned you: Use the code in the Final Tower, you won't be able to wait for the tower to finish the game.



ZELDA'S 2nd QUEST

The Legend of Zelda

85



Hardy warriors who completed The Legend of Zelda were happy to discover that the end of their adventure was merely the beginning of another: the 2nd Quest. Players were also more pleasantly surprised to find they could access this revamped and tougher version of the game by entering

"ZELDA" as their password. Together with the *Minus World*, the 2nd Quest fan players' imaginations red-drew them to score up their games for hidden levels and gaming treasures.

THE FIRST OF MANY

Super Mario Bros.

85



Super Mario Bros. was among the first batch of NES games, so it was only appropriate that it contain the first cheat code. Though the code wasn't officially published for a long time, Mario fans found they could continue their games as long as they did not turn off their control dcker. When your

game is over, simply hold A and press Start on the title screen. If the SMB programmers only knew what the innocent little code would spawn in the game to come!

GALLOPING GHOSTS

Ghosts 'N Goblins

85



Not only was Ghosts 'N Goblins one of the first games to have a stage select code, it was one of the first to truly stick out! To start your game on a select stage, first hold Right and press B three times. Press Up and release. Press B three times. Press Left and release. Press B three times. Press

Down and release. Press B three times. Press Start to make a number and a letter appear in the middle of the screen. Now press A and B to select a stage number and get to Start.

HE'S ON FIRE!

NBA Jam

85



These days, players tend to think of codes as an integral part of gameplay rather than as extra features, and one game that helped spark this trend on the Super NES was NBA Jam. Jam was crisscrossed to the possible with great power-up codes, and we chose this one as a worthy tip to entice the first league across games. Go the "tougher Match-Up"

simply press any button seven times, and that's that. Y and Up and the game starts. Your player will be "on fire" throughout the game.

BIG HEAD

NBA Hangfire

85



Most recent basketball games lean toward "tweaky" play, with 3D foot jams and tons of slower-up codes. When the first big head codes popped up, they were an unexpected and hilarious addition to the game. Poking, poking is what these games are, after all, about having fun. To activate your big heads, press Up on the Control Stick, Turbo and Press as you

enter the Match-Up screen. Here's a bonus: For a really huge nuggin, press Up, Up-Pass and Turbo on the Match-Up screen.

REPTILE REVISITED

Mortal Kombat

85



Early fighting games weren't overly code-oriented, but things changed after the Mortal Kombat series picked up steam. To fight against Reptile, the first of many reptilian nugs in the MK series, play the game with any character on any difficulty level. When you're in The Pit, stage, get a double

Fireless victory without any block and then execute your Finishing Move. You'll now begin a match with Reptile.



GOING ASTRO-NUTS

NES

Solar Jetman

This code provides eternal exploration with 10 extra lives and 10 extra game goals, making it one of the more generous codes a title has offered in an every space in your past world. You'll see four boxes above an object, but you'll really have more. You'll begin on Planet 10, and you can go to Planet 11 immediately.

NINJA SOUND

NES

Ninja Gaiden II

The Ninja Gaiden series had some of the first sound tests, and this was one of the more interesting ones. While holding diagonally Up and Left, A, B and Select, press Reset and then Start. While still holding, let the title screen appear and take. Press Start when the screen is blank. Let the title screen reappear and fade. When it comes back, press Start twice. A picture of Ryu emote will appear. Use the Control Pad, A and B to navigate the music.

NO EJECTION SEAT?

NES

Spy Hunter

With its jazzy soundtrack and cool gadgets, Spy Hunter was a big hit in the arcade and on the NES. In the title screen, hold A, B, Select and the center of the Control Pad and press Start. You'll begin the game with all the weapons installed and 1000 in reserves.

LOADED FOR BEAR

NES

Kid Icarus

Kid Icarus was an early on both adventures. It was a star for the NES and trying to finish it often enticed much praise. It's a 3D and cross all. The Italian agent, Einar CARLOS FERRIS MULLISA AND C.S. as your password to begin on Stage 2-4, to be invulnerable and have an unlimited supply of feathers.

MONEY MAKER

NES

Final Fantasy

If there's one sacred truth for RPGs, it's that you'll have to beat some mobs for the sake of earning a living. If you're looking for a less strenuous job, though, simply show up the shop, hold A and press B 15 times. This brings up a magic game. Arrange the numbers in order to earn 100 gold pieces!

DOUBLE TROUBLE

NES

Double Dragon II

Before tournament fighting games, side-scrolling shoot 'em up fighting games were all the rage, with the Double Dragon series at the head of the pack. To begin the game with up to seven lives, start a "2-Player B" game and clear the first screen in 1 minute. Now knock out the other character to take all its experience. Unsparring, but effective!

TRIPLE THREAT CODE

NES

Legacy of the Wizard

Multi-part codes are no big deal now, but this combined sound test, live armor and extra life code was pretty heavy stuff. Walk back when First input the enable code. Press and hold diagonally Up and Right, A and Right Controller from the title screen. Now hold diagonally Left and Down and Select on Controller 1. While holding, press Start on Controller 1. You should hear a tone and be taken to the start of the game. To try the sound test, move the cursor to the painting on the wall of the house, Press A on Controller 1 to change soundtracks. If you're broke but need armor, choose Ross the boy as your character. Go to the shop in the first tree to the left of the house. Select the Crystal and change back home. You'll receive armor (which the shop doesn't even show) for free! Back you have the armor, you can also select extra lives. Now Ross can the armor and stop outside. Let the magic fall out and then go back inside. Put the tip of the cursor/finger on the eyes in the painting. While holding Right Controller 1, press and hold Left on Controller 1 and Right on Controller 1 separately. If the finger moves, move it back and start again. While still holding these three buttons, press A on Controller 1 16 times. Now extra lives associated with a game is earned. You'll have a whopping 128 lives and 16 of almost everything!

CONTINUE CODE PLUS

NES

Adventure Island II

This continue code was useful for allowing you to keep all the items you collected in the first crown on the first island, start up and cover after the 3rd call to find a secret room and the Medicus Base can with. With that in mind, hold Left and press Start when your game is over.

LEFT-HANDED PLAY

NES

Lee Davina's Fighting Golf

Golf games aren't particularly scarce, but codes for them are. To switch from right-handed play to a left-handed one, hold Left on select your character. This amazingly simple thing will transform the game play dramatically!





EXTRA LIFE AEROBATICS

83

Super Mario Bros. III

While SMB had a continue code, later SMB games focused on clever game play strategies for earning unlimited 1-Ups in World 1-2, find the first T-shaped pipe formation. Goombas will be spilling slowly out of the pipe. Using your racoon tail to float, big Goombas on their hands and the other without touching the ground from the 3rd let as you learn 1-Up.

ITEM MORPH

85

Might & Magic Society of the Inner Sanctum

Looking for that particular sword or shield? This code will change any item's location at random. Fill all the spaces in the leader's pack, with the 6th item being the one you want to change. Select Use and choose the leader. Press A when Equip appears. Select an empty space and press B. The change can be performed as often as you like. The Floating Club, however, will disjunct or become a useless staff, and other items may lose their magical properties.

EXTRA CAR ROULETTE

85

Super Spy Hunter

Super Spy Hunter comes with a factory-installed extra car code that was fun and upgradable. While holding Select on the title screen, press Start to make a numbered bar appear. Press A to start it spinning. Whatever number the bar stops on is the number of cars up to 99 you'll have.

SOUPED-UP TURTLES

85

TMNT III The Manhattan Project

Several code types are usually merged and evolved into configurations ("config") codes, which usually give players a menu of various options. On the title screen, press Up, Down, Down, Left, Right, Left, Right, A, B and Start. It's not the Noises code, but it's close! Select your turtle. Go to the ending screen, which includes a stage select, difficulty level, setting and more.

OCTOBER SURPRISE

85

The Hunt for Red October

The Hunt for Red October was not a hit, but it did have a 99% refund for actually changing the mechanics of the game. To turn the prodigy on, press the game and press Up, Down, Down, Left, Left, Right and Right. To turn the movie off as the subplots end, press and then press Up, Down, Left, Right and Select. Repeat to change things back.

TOP TEAMS

85

Baseball Stars

Baseball Stars was a cult hit for years, and its hidden team codes (two of the earliest) only enhanced the game. To create a new 6-man team, go to the Make Team screen and move the cursor Down, Right, Left, Down, Down, Right and Up. The cursor should go on Belwood team. Press A to make the message, "What isn't it?" appear. Change the message to, "What it is." Be sure to include the period. To create a new 6-woman team, go to the Make It an Screen and move the cursor Down, Right, Left, Down, Down, Right, Up, Up, Down, Up, Down and Up. The cursor should be on Veterans. Press A to make the message, "What is A When?" appear. Change it to, "A Be!" The message, "What isn't it?" will appear. Erase, "When it is."

IT'S A KNOCKOUT

85

Punch-Out!

You might be expecting some sort of power punch code, but this classic fighter included a code for accessing a new ending ending credit. Type in "1257924488" as your password and don't enter it. With the cursor on the name, hold Select, A and B simultaneously to start Another World Credit.

TAG TEAM

85

WWF Wrestlingmania Challenge

We didn't want wrestling fans to feel left out (and there are a lot of you out there), so here are two tag team sneak attack codes. At any time during a tag team match, you can bypass the rest by holding A and Select simultaneously or B and Select simultaneously. Your partner will either help you in the ring or attack your opponent's partner outside the ring.

PENNANT RACE

85

Bases Loaded

The two big sports game code categories are player power-ups, hidden teams and championship series or games. This tag category was well-represented with this classic code, one of the best of its kind. Select the Pennant mode and enter "JAWLESS" as your password. You'll jump to the last game of the pennant series between New Jersey and New York.



ICY ACTION

NES

Ice Hockey

This pioneering hockey title included two of the very first codes that changed the mechanics of a game and forced players to re-evaluate their whole way of playing. On the title screen, while holding A and B on both Controllers, press Start on Controller 1. This makes both goals disappear. To create a frictionless puck that bounces around at hyper speed, first press START to begin a game. Select speed, scores and time. While holding A and B on both Controllers, press Start on Controller 1.

MIRROR, MIRROR

NES

Tecmo Bowl

Hidden special settings are almost required to be a draft pick back in 1992, players were worried with being able to get a team against real! Press B+C+PAL, B+C+FFAS, B+C+FFAS, B+C+FFAD or C+C+FFAD as your processor. You'll hit the field with error messages of San Francisco, Dallas, Chicago, Miami or Denver playing against themselves.

MYSTERIUM MADNESS

Game Boy

Mysterium

Codes are overall, but only rare in Game Boy games, but here are two interesting ones for a deeper adventure game. To warp through the floor and down the next level, tap up the Map and then press B, Select and Down simultaneously to fill up your inventory with weapons and other items, go to the Map screen and press B, Up and Select simultaneously.

HAT TRICK

Game Boy

Wario Land: Super Mario Land II

Not to be confused by his rival, Wario had a game and a coding code of his own. Press the game and press Select. A white cursor appears. While holding A and B, use the Control Pad to move the cursor to highlight your number of lives, coins, hearts, etc. Press Up and Down to mix them up. Press Start to return to your game. If you place the cursor on the Wario face (the lives icon) and then return to the game, you'll also receive a better hat.

SKETCH BOY

Game Boy

R Type

A review code we expected, but not a sketch program! On the high score screen, press Left, Down, A and B simultaneously to make the "Be Space Editor" program appear. Press Start to begin. Move the cursor with the Control Pad. Hold A and move the cursor to draw, and hold B and move the cursor to erase.

SUPER SHIPS

Game Boy

Power Mission

Sam's strategy games are truly extra based on the Game Boy so we were surprised to find this code to power up your fleet at any time. First choose your formation and end your turn. Don't carry out any battle plans. While the enemy fleets move, press and hold Left, Select and B. When it's your turn to move, your fleet will be at 99 hit points.

BORDER CODE

Game Boy

Mario's Princess

This is the only code we know of so far written specifically for the Super Game Boy. On the title screen, hold any direction on the control pad and press Start. Keep holding the Control Pad and the screen border color changes. Depending on the direction held, a different color border will appear. You can choose from any Play II load screen colors, including the Clear design.

MOVIE MOGUL

Game Boy

Q*Bert

Here's an unusual one for the Game Boy. To string all the alternate sequences together into a movie, press Right, Up, B, A, Down, Up, B, Down, Up and B on the title screen.

LEGAL TENDER

Game Boy

NBA Jam Tournament Edition

The current ball code code has spread to the Game Boy, too, and here's one of the better ones. On the March 14 screen, press Right, Up, Down, Right, Down and Up. It does carry on a "Goldfish" wall flash caption before the game starts, and you'll be able to goal tend without drawing a hat.



KIRBY'S CONFIG CODE

Game Boy

Kirby's Dream Land

The buff green puff was giving config codes of his own into first Game Boy adventure. On the title screen, hold Down, B and Select simultaneously. Use the Control Pad to select different options and change them. Highlight "Sound Test" and press A to simplify the audio effects.

LITTLE, BAD & UGLY

Game Boy

Killer Instinct

Tourney fight fans aren't content to fight against hidden or boss characters, they want to fight as them! To become the awesome Sybil, first choose any character on the player select screen. On the versus screen, hold Right and press Select, Start, B and A.

FANTASY SOUND

Game Boy

Final Fantasy Legend

We were scaly to see the FF series take form in the Game Boy's screen, but you can relive its magical sounds with this code. On the title screen, press and hold Down, Select and A for about 5 seconds to access the sound test. You can hear even more sounds if you have a party that's level 58 or higher. On the title screen, select Continue and highlight any save files that have a party at level 58 or above. Press B. Now hold Select, B and Start.

SPECIAL MODES

Game Boy

Shogun

To access special game modes and the credits, begin a game and then press Select or Far the appropriate. Select from (L) and press A to call up the password screen. Enter ZAP for the zip sound effect, STP for one credit, MAN for any game, or BEV for a real-life (L) as your password.

LINK'S HIJINKS

Game Boy

The Legend of Zelda: Link's Awakening

No code completion would be complete without a couple of the many gems from the Game Boy subseries. The first is a fairly easy one: When you face an obstacle you can't pass, go back to the left or right on a screen. Stand on the edge of the pit-hole. Just as you reenter the screen with the obstacle, press Select. With luck, the map will appear. When you return to the game, you'll be past the obstacle. If you get stuck, reset and try again. The second is an odd trick using the Roster. Throw the Boomerang. Pick up the Roster before the Boomerang comes back. You'll float safely above the Boomerang while it's below, defeating any enemies it touches. (What's with the game and pushing, anyway?)

TEAM NINTENDO

Super NES

Super Soccer

Nintendo's first 16-bit soccer game. Our players on the field need us a way more? Select Exhibition Mode and start a 1P vs 2P match. On the Team Select screen, hold Start and press B on Controller 1. That team will become Team Nintendo. Select a team for Player 1 and head out onto the pitch!

TOP SEED

Super NES

Super Tennis

Here are one of the first codes for a Super NES, which will give your chosen player incredible speed and power. On the select screen, highlight your player and press L five times, X, R seven times and X on Controller L. You'll be the top player in the world in no time!

HIDDEN JAMMERS

Super NES

NBA Jam

NBA Jam used lots of hidden fantasy players, like President Clinton. To play as the Prez, start a Head to Head or Team game. Go to the player select screen. Press A and B as your first two or three, and then place the cursor on K, but don't enter it. While holding L, R and Start, press X.

JAM FROM ANYWHERE

Super NES

NBA Jam Tournament Edition

As "Fantasy" basketball games took off, so did their game play and codes. The emphasis has been on atmospheric jams and really got-the-attention, and the code delivers two: Press Left, Right, A, B, L and Run the Match-Up screen. If "Freaky Jams" appears at the beginning of the game, you'll be able to dunk from anywhere on the court.



PRO PLAY

Super NES

NBA Live '96

What happens to any players as big name, some folks still prefer to match-ups with real-life pros. Select the Edit Players option from the Roster Setup menu, highlight one of the players and press B. Choose a name from the list and enter it. First, Jabbar, Mookie, Chamberlain, Marvich or Stackhouse. The player's picture and stats will change to match the pro you've chosen. Use the Trade Players option to get him on your team.

FILE OF BASS

Super NES

Bossin's Block Base With Hank Parker

Just the fact that there ever were bass fishing videos made us pause, so we figured we had to include them. While holding X and Y on Controller 1 and A and B on Controller II, turn your Control Deck on "Debug Mode" should appear an screen. To adjust fishing conditions, first go to the Baiting screen. Hold A on Controller I and go to the Casting screen to see the options. To catch fish instantly go to the casting screen and press Y (anchors fish) or Up (Dunk) on Controller I. To speed up time, go to the Baiting screen and press X on Controller I.

SPECIAL TEAMS

Super NES

NHL '96

Just to give the sport some recognition, here's a special team code for NHL '96. When the demo starts, hold Select and Tap L and R rapidly. Press Start when the puck comes to a stop. Continue to hold Select and Tap L and R until you hear a voice say, "Kenny." The machine has High Score, EA Sports, Tiger and Rus Unvers teams in Practice and Exhibition modes.

HOMERS AT NIGHT

Super NES

Ken Griffey Jr.'s Winning Run

There are usually far fewer home runs in a baseball game than dunks in a basketball game, but you can change all that. In a two-player game, pause the game when you're at bat and press B, Y, B, Y and Select. If you hit a fair ball during the at bat, it will count as a homer. If you're in an outdoor stadium, pause the game and press Select, Down, A and Y. Now return to the game. Once the pitch view changes, the ball turns into a fly ball or right into sky.

EXTRA SKILL POINTS

Super NES

International Superstar Soccer Deluxe

The world's game certainly deserves attention, and it's well represented with this code. Select a team and game options. On the two left-hand screens, select the Edit Player Skills option. Distribute all the skill points you have. When you run out, highlight Control and press Y. You'll now have more points in reserve, equal to the number you started with.

METAL CLUBS

Super NES

Hole-In-One Golf

The early 8-bit golf game showed us the Super NES's Mode 7 scaling abilities, and you'll be able to showcase your driving abilities with a set of metal clubs. Just enter "METAL" as your name, with the dash as a space.

UPSIDE DOWN GAME

Super NES

Super Slopeout

We expect video basketball players to defy the law of gravity, but now hockey players have gotten into the act. Enter "SDH" as your password. The dash is a space, and be sure to include the period. Begin an Exhibition Tournament game. All players will be upside down.

WORLD WRESTLING WIMP

Super NES

WWF Raw

Turn your opponents into wrestling weapons by simply pausing and pressing Fight, Y and B four times on the copyright screen. You'll be able to knock down anyone with just two hits. It's a tough code to do, but it's worth the price of admission.

SUPER SQUADS

Super NES

Madden '96

Of course, basketball games don't have a corner on team codes. Select the Play Now option to highlight the Control Padbars. Press L, Y, B, R, A, R and Y to change them into the NFL's team. If you're holding the All-Action team and press B, A, L, L and Select, you'll get the EA Sports team.



TWIN FIGHTERS

Super NES

Street Fighter II

Street Fighter II lacked the big shift from side-scrolling to journey lighting games. With this code, two players can use the same character and pose identically as the better fighter. After "I can easily get into" fades away and just as the music begins, press Down, R, Up, L, Y and B before the Capcom logo fades. If you enter the code correctly, you'll hear a tone, and the background will change to blue.

TURBO TIME

Super NES

Street Fighter II Turbo

After the initial success of SFR, players clamored for more speed and play options, and their cries were answered with SFR Turbo. Let the alarm on the word "Turbo" appear. On Controller II, quickly press Down, R, Up, L, Y and B before the title screen comes into full view. If you enter the code correctly, you'll hear a tone. You'll now be able to dial up the speed to 10 times rather than to the usual 1.5 times. To access a special move easily, scroll, or let it fly freely. When you reach the Stage Select screen, press Down, R, Up, L, Y and B on Controller II. You'll hear a tone and a new sub-screen will appear. Use the Control Pad to highlight special moves and press Y and B to turn them off and on. If other code bits, press Reset and try again.

IT'S NOOB-ULAR

Super MD

Mortal Kombat II

Along with MD came more characters, more moves, more leveling and, of course, more codes. To keep to a match with Noob Select, go to the character select screen and press Left, Up, Down, Down, Right and Select. To extend the time you have to execute a Fatality, press Up, Up, Left, Up, Down and Select on the character select screen. If you enter either code correctly, you'll hear a "swishing" sound.

WEAPON SELECT

Super NES

Super R-Type

On the title screen, after you choose a difficulty level, press Down, R, Right, Down, Right, Right, Down, Right, Down and Down, R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right and Right. The next two buttons you press will determine which weapons you receive. First press A (less) or B (more laser), Y (two laser), R (beam) or X (perfect laser), and then press A (more mg assault) or X (air-to-surface missile).

WHERE THERE'S SMOKE...

Super NES

Ultimate Mortal Kombat III

In the penultimate MK for the Super NES, players finally had a chance not only to fight against the hidden characters, but to fight as them as well. To enter Kombat as Shao Kahn, first select Robert Smokey as your character. Press and hold Back, High Punch, High Kick, Back and Run until the match begins.

FINAL OPTIONS

Super NES

Final Fight

Side-scrolling action Felix seems to have found Pang in that great discount bin in the sky, but what if you still have fond memories of greens like Final Fight. To watch the secret of the victory screen, scroll on the title screen and press Start. The bar's job option lets you execute a super move by pressing A, but it will use some of your energy.

YOUR FATHER'S LIGHTSABER

Super NES

Super Star Wars

An entire generation of Star Wars fans grew up making Toy could have a lightsaber and when we found this code, it was the fantasy came true. When the game starts screen appears, press Y, X, X, A, B, X, X, A. You will now have unlimited use of the lightsaber, which is "not reasonable or as clumsy as a blaster."

THE FORCE WILL BE WITH YOU

Super NES

Super Empire Strikes Back

The more recent Triple Threat code gets its vote as one of the best weapons for big codes of all time. First input the Ultimate Power code to give you all the Force Powers and unlimited Thermal Blasts, and to make the other codes. On the game start screen, press A, B, X, X, A, B, X, X, A, R, A, B, X, X, Y, A, B, Y and X. If you enter the code correctly, you'll hear Darth Vader say "Impressive." Move to your gear before the death begins. Once the Ultimate Power code is activated, press L and R on Controller II at any time during the game to access the Debug menu. You can change your stage, time health, weapon and more. To become invulnerable side-scrolling stages, hold Select, A, B, X and Y and then release them simultaneously.



Super NES

FAST FRIENDS

DKC 2: Diddy's Kong Quest

Diddy and Dixie get the nod for having two of the more original codes we've seen, which alternately increase and decrease the game's challenge. Start a new game (or load) and press Down until the Cheat Mode option appears. Highlight it and press B, A, Right, Right, Left, A and X. If you hear Dixie giggle, the code has been entered correctly. This code takes out all the DK Bananas in the game. If you want to start a game with 30 lives instead, highlight the Cheat Mode option and press Y, A, Select, A, Down, Left, A and Down. If you enter both codes, you'll enable both effects, plus you'll start every stage with Diddy and Dixie, no matter if you lost one of them by the end of the last stage.

Super NES

BUG HUNT

Alien 3

If all the side-scrolling action games based on movies from the past few years, some AP staffers think that Alien 3 was second only to the Star Wars series, and its weapons code ranked. At any time during the game, press A, B, Y and X on Controller 1, then press A on Controller 2. A "1" will appear in the top-left corner under the weapons info. The number tells you which option you've activated. If you choose a different option, press A, B, Y, X on Controller 1, then press A to add 1, B to add 2 or X to add 4 to the number. The options are as follows: 1 = 3 invincibility, 2 = no damage, 4 = all weapons, 5 or 7 = weapons and invincibility, and 8 = weapons and no damage.

Super NES

WORMY CODES

Earthworm Jim 2

Earthworm Jim 2 was a nice title that combined a crowd-ense of humor with some of the best platform action on the side of your Uncle Bubba's backyard. Now you can take it all the way home, literally, with this handy coding code. Press the game and press Select, Left, Right, A, X, Left and Right. Use the Control Pad and the Y Button to select stages and actions. The map view shows. To return to the game, highlight "Sound Effects" and press Start. To collect seven worms to play all the weekly bonus games, press and press A, B, A, B, A, B, A and B. Press Start to resume.

Super NES

SHOW ME THE MONEY!

Sim City

Sim City is the grand daddy of video sims, and you can use this code to generate nearly a million bucks out of the air. Spend every thing you have, making sure to build at least one thing that requires funding, like a Police Station. Lower all funding levels and funds down to 0%. When the year ends and the tax screen appears, hold the L Button and choose the Go With Power option. Press X twice to flip to January. Enter the tax screen and increase funding levels to 100%. Your funds must be zero or less at this point. Exit the tax screen and release the L Button.

Super NES

ULTIMATE STAGE SELECT

Populous

With 500 different worlds to conquer, Populous is a natural for a stage-select code. While the game is on a load screen and press A, Release both buttons. Hold R and press Y, B, X, A and Select. Release R and activate the Antagonism icon. Move the cursor to the globe and activate it. Select "Conquest" and press A. Press X until it scrolls through the worlds. Find the world you wish to conquer and press A to begin. This code works in Conquest mode only.

Super NES

ITEM DUPLICATE

Final Fantasy II

This duplication code may make it impossible to finish your current game, but it's great to fiddle with. Equip the item you wish to copy and enter battle. Select the item option of the person holding the item. Scroll down to a blank space on the list and press A. Equip an empty item. Highlight the item to be copied and press A. Press B to exit. Hold L and R to retreat. Go to the subsequent, select Equip and choose whatever has the item. The item will have moved. Highlight the space it used to occupy and press A. Select the item and press A. You'll now have two copies of that item!

Super Intell

KOBAYASHI MARU TEST

Star Trek: Star Fleet Academy

The game wasn't a huge hit, but it was true to the spirit of Star Trek, and this code is significant for portraying events only heard of in several of the films. Start a new game and go to the Name Select screen. While holding L, R and Select, press A, B, A, B, X, Y, X, and Y. Choose Gyr. Kirk. If you reach the final screen at 50%, you'll be able to beat the Klingon vessels and save the Kobayashi Maru. If you do interrupt play and resume the game with a password, type in your password but don't lock it in. Enter the code again, release all buttons and press Select to resume play as Kirk.

Super NES

MEGA MAN FIGHTER

Mega Man VII

We couldn't resist this special password that lets Mega Man appear. Press a Start button on the menu, type in 110, 0000, 7632 and 8251 as your password. While holding L and R, press Start. If you can't hold L and R, you'll enter a normal game, but you'll have all items.





CODE HUNT

Sun NT

Looney Tunes B-Ball

Sneaky hackers may look down their noses at this game, but it really captured the spirit of the old WB toons, and combined it with pretty good ball action. In addition, it had a Code Hunt screen that told you if a given controller sequence was a code or not. Two of the best codes were for superballs (three times and 10-ball) at 30 cents apiece and X-Ray Vision (a 1). Left and X on 5 buttons Codes can be entered at any time during a game, as long as you have enough cash.

Sun NT

BONUS GAME PRACTICE

Tiny Toon Adventures
Basket Bouts Loose

The bonus games in this toon-fal title were pretty fun in their own right, so here's a secret password to access them: Choose Tinyto, Shirley the Loon and Calamity Coyote on the password screen.

Sun NT

CUSTOM OPTIONS CODE

Kirby's Avolonche

Kirby sets up a terrific config code, a very rare thing for a punker. While holding A, B, X and Y on Controller 1, press Start on the Control Deck. While still holding the buttons, press Start on Controller 1. Move to the options screen to access the new Custom menu. Use the Learning mode to see what all the new options are about.

NT

OPTIONS/STAGE/MUSIC

Killer Instinct Gold

K-Inst's config code enables no less than 75 options, including the ability to change from white, gold and Shadow uniforms. Press Z, B, A, L, A and 2 during the demo. After voice files, "Perfect," press Start. We also jacked KIn's secret music select code for two-player games: the first player to select a character can choose the stage, while the other player can choose the music. Highlight your character, hold Up or Down and press any attack button. Different button combos correspond to different stages and soundtracks.

NT

BRING OUT THE BIG GUNS

Turk Dinosaur Hunter

With 64-bit power behind them, Kazuki weapons and weapon codes are some of the biggest and baddest in the planet. To grab all the guns, enter DMGT5MM8GT5 at your Cheat Menu password. To combine the weapons with invincibility and most of other options, enter NTGHTH003CR10TRK on the Cheat Menu.

NT

BIG HEAD EXTREME

Wayne Gretzky's 3-D Hockey

This code takes the big-head phenom to new heights. Go to the Options screen. Hold Bert and C and press R. This will bring up a line of scores at the bottom of the screen. To change your players' height size, hold button C and press R again. Repeat the code to scroll through several head sizes, large and small. You can also change body size by holding left C and pressing R again. Repeat to change the players' height. To change the rink size, hold top C and press R.

NT

WAVE RACE WILDLIFE

Wave Race 64

Kowasoko Jet Ski

This track advises us that it isn't showtime of the NT's graphics processing power in Dolphin Park, chase the dolphins very closely for several laps, including through the gates. Eventually, so do three jelly dolphins will appear. To see a giant dolphin, play the Wave-Up mode 20 times in a row.

NT

FILL 'ER UP!

Pilotwings 64

We were so blown away by the breathtaking landscapes in Pilotwings, we often ignored the obstacles and just flew around. If you're getting low on fuel in the Little States, find the gas station near the shuttle launch pad. Drop or touch the control lever in one of these parking lots for an instant fill-up. Sorry, but the Kwik-E-Marts are closed!

NT

64-BIT KOMBAT

Mortal Kombat Trilogy

When you think fighting game config codes, you think the MK series. To unlock all the hidden moves, quickly press Block, High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch and Low Punch during the demo. You'll hear a grunt if the code is entered correctly.



COUNSELORS'

CORNER



► BLAST CORPS



HOW DO I GET A TURBO BOOST ON THE TIMED STAGES?

This trick is similar to the turbo boost starts you'll find when you race in Wave Race 64 and Mario Kart 64. Press your accelerator button at the same moment you hear the fourth and final beep—just as the starting lights change to green. If your timing is just right, your vehicle will surge off the starting line. This trick is a little tougher to pull off than in other racing titles, but it's worth the trouble when you're after Platinum Medals.



Blister Cops has a turbo boost trick for timed courses. The mechanic is similar to the turbo boosts in Wave Race 64 and Mario Kart 64.



Press the accelerator button as the lights change to green. If you do it at exactly the right moment, your vehicle will leap off the line.

?

WHY CAN'T I EXPLORE THE PLANETS BEYOND THE MOON?

?

After you've completed the course on the moon, you'll need to return to earth and earn Gold Medals on all of the main and the secondary stages. There are two Gold Medals on each Main Course. You'll get the first Gold Medal

when you clear the path for the Corner and you'll earn a second one when you collect all the items in a stage. Communication Towers are the most commonly missed items in main courses. If the course has a green circle, you still need to find the

Communications Tower in the stage. You earn Gold Medals on the secondary courses by completing the stage objectives before the goal time expires. After you earn a Gold Medal on every course, you'll be able to break out of lunar orbit.



Example of the Gold Medals to break out of lunar orbit.



Main courses, indicated by the large circles on the map, always have two Gold Medals.



Communication Towers are the most commonly missed items. Look for courses with green circles.



► HARVEST MOON

NP
Sup
NES

WHERE IS THE MOON FLOWER?

You'll earn a wheelbarrow full of cash if you sell the Moon Flower, but this rare bloom grows in the forest only one day per year. Some of the townsfolk give you hints about the rare plant, but it's hard to know when to find it. Search the mountain between the 10th and the 12th day of fall. Once you pick the flower, you won't find another one until next year.



The Moon Flower is very difficult to find. Search the mountain between the 10th and 12th day of fall.



You'll earn 500 Gold if you sell the Moon Flower, but you'll find only one bloom each year.

?

HOW DO I GET THE WATCH?

?

You'll get the watch if you place an order for an upgrade to your house before the end of the first summer. You need to order your upgrade from the carpenter.

per in the forest. It will cost you a total of 5,000 Gold and 250 pieces of wood. Stay up late and chop all the wood you need in a solitary evening. If you get tired,

replenish your energy by repeatedly jumping into the hot springs. If you deplete the entire forest of timber, cut and re-enter it to restore it to its former splendor glory.



You'll receive the watch if you place an order for a house upgrade before the end of the first summer.



To place an order for an upgrade, you'll need to give the carpenter 5,000 Gold and 250 pieces of wood.



By chopping all the wood you'll need in one night, so you can concentrate on your cash crops.

?

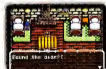
HOW DO I PROPOSE MARRIAGE?

?

You can't pop the question unless your girlfriend really likes you and you have the Blue Feather. You can usually tell how much your girlfriend likes you

by your everyday conversations. She'll casually drop a hint or two about marriage when she's ready. You can also sneak a peek at her diary. Buy the Blue Feather for

2,000 Gold from the merchant on a Saturday or Sunday in the Market and give it to your girlfriend. If she's truly in love with you, you'll be married the next day.



If you're not sure if your girlfriend really likes you, you can try sneaking a peek in her diary.



You'll need the Blue Feather to pop the question. You can buy it for 2,000 Gold in the Market.



If your girlfriend is truly in love with you, she'll say "yes."

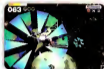


HOW DO I REACH KATINA FROM METEO?

There are seven warp rings in a zig-zag pattern where the Butterfly Fighters first attack you in the Meteor stage. Ignore the fighters and slalom through all seven rings to activate the warp. Your Arwing will gradually accelerate as you pass through each ring, so you'll need to use your R and Z buttons to bank your craft through the tight turns. If you fly through all the rings, you'll warp to Katina.



To warp from Meteor to Katina, you'll have to fly a zig-zag pattern through seven warp rings.



Use your R and Z buttons to bank your Arwing as it gradually accelerates through the tight turns.

?

HOW DO I WARP FROM SECTOR X TO SECTOR Z?

?

To find the secret warp, you must fly through the left path when Sector X's route splits in two directions. As you fly through the maze

of sliding panels, look for a square door that flashes when you shoot at it. Keep shooting the door until it turns red. Three more doors sequentially

appear after you hit the first door. If you can turn all four warp gates red and fly through them, you'll warp clear across the Lytal system to Sector Z.



You'll find the warp clear if you take the left path where Sector X's passages split in two.



After you fly through the sliding panel maze, you'll see a square door. Shoot it until it turns red.



If you turn all four doors red and fly through them, you'll enter the warp leading to Sector Z.

?

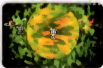
HOW DO I GET THE LANDMASTER AND ROCKET LAUNCHER IN U.S. MODE?

?

You'll be able to choose between flying an Arwing or driving a Landmaster in U.S. Mode after you earn a medal on Meteor. You can a

medal, you must score 200 hits on the planet surface. You can choose between the Arwing, Landmaster or the Rocket Launcher after you complete the game

on Expert Mode. To access Expert Mode, you must earn medals in all the game's stages. The toughest areas to win medals in are Sector Z, Katina and Area 6.



Medal on Meteor, then choose between Landmaster and Arwing.



To earn Meteor's medal, you must invade the planet's airspace via Area 8 and score 200 hits.



You can choose between the Arwing, Landmaster or Rocket Launcher when you earn all the medals.



▶ DONKEY KONG LAND 2



WHAT IS THE 1-UP TRICK IN PIRATE PANIC?

You'll need Dixie Kong to pull off the 1-up trick in Pirate Panic. From the first DK Barrel, run right to the next ledge. Leap up and use Dixie's Helicopter Spin to float to the right and land in the invisible Warp Barrel. The Warp Barrel drops you at the end of the stage, but if you run right past the End Target, you'll find an Extra Life Balloon and 50 Bananas. Restart the stage and repeat this trick until you have the extra lives you need to continue your game.



Helicopter Spin to land in the invisible Warp Barrel to reach of the first DK Barrel.



Run past the End Target at the end of the stage to find an Extra Life Balloon and 50 Bananas.

?

WHERE IS THE BONUS BARREL IN ANIMAL ANTICS?

?

While you'll see Rambi, Engarde, Squitter, Squawks and Rattly in Animal Antics, one of the Bonus World stages connected to Klubb's Kiosk, all you really

needs is Dixie Kong to find the Bonus Stage. After you lose Squatter at the No Squatter sign, retrace your route back to the cliff ledge on the left. Leap off the cliff and use Dixie's Helicopter

Spin to float down to the right. Keep spinning and as you descend, you'll see a path on the right. Follow the trail until you roll into the Bonus Barrel that will take you to the Bonus Level.



Attempts lose Squatter at the No Squatter sign, retrace your path back to the cliff on the left.



Leap off the cliff and use Dixie's Helicopter Spin to float down the right side of the rock wall.



As you descend, you'll see a path leading to the right. Follow it to find the Bonus Barrel.



In the USA Call:
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Q&A FAST FACTS

Directed by Christopher YOUNG
PD Rick RAY, Redmond, WA 98073-9233

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CAVIS'D USA

- Q: How do I save my "Hot Times"?
- A: The game saves everything except your lanes. You need the Controller Pak to save them.
- Q: Which car has the highest top speed?
- A: The Poloni Car and the Downstator V6 are tied for the top speed of 167 MPH, but the Poloni Car has the best acceleration.

MARIO KART 64

- Q: Which character is the fastest?
- A: Most players feel that they control their best times using Peach or Toad.
- Q: Can I race in the first-person perspective too in the demo mode?
- A: No, but the demo mode will show your goal line to follow when you're racing on the course.

DBA RAMPAGE

- Q: Are Jorbie, Barkley or Sleepin in the game?
- A: No. There are no codes that allow you to select these players.
- Q: What is the maximum number of Attribute Points I can earn in the game?
- A: There are a total of 72, but you must win all 100 Tivo Points to earn all of them.



Nintendo Power

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Player's Poll—Volume 100

Who would give away cool stuff on their birthday? We would! Fill out this card and send it in, and we'll enter you into a drawing for our 100th Player's Poll Contest!

Name _____
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Age _____
 VISA _____
Indicate where your name is on the mailing label
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Check out the list on page 100, then write down the numbers for your five favorite games in order of preference, with your top choice first!

- A Super NES 1 _____ 2 _____ 3 _____ 4 _____ 5 _____
 B Game Boy 1 _____ 2 _____ 3 _____ 4 _____ 5 _____
 C Nintendo 64 1 _____ 2 _____ 3 _____ 4 _____ 5 _____
 D Which live products are you most interested in playing?
 1 _____ 2 _____ 3 _____ 4 _____ 5 _____

E How old are you?

- 1 Under 9 2 9-11 3 12-14 4 15-17 5 18-24 6 25 or older

F Sex

- 1 Male 2 Female

G Which premium would you most like to receive for subscribing to NP?

- 1 Discount Coupon 2 Player's Guide 3 T-shirt or Hat
 4 Game Pak 5 Toy 6 CD

How interested are you in playing the following games?

	Very	Moderately	Somewhat	Not At All
H Zelda 64	1	2	3	4
I Yoshi's Island 64	1	2	3	4
J Banjo-Kazooie	1	2	3	4

	Very	Moderately	Somewhat	Not At All
K MLB featuring Ken Griffey Jr	1	2	3	4
L Bomberman 64	1	2	3	4
M Conker's Quest	1	2	3	4
N Extreme G	1	2	3	4
O WCW Vs. NWO	1	2	3	4
P Space Station Silicon Valley	1	2	3	4
Q San Francisco Rush	1	2	3	4
R Mortal Kombat Mythologies	1	2	3	4
S Duke Nukem 3-D	1	2	3	4
T NFL Quarterback Club '98	1	2	3	4
U Body Harvest	1	2	3	4
V Top Gear Rally	1	2	3	4
W Lamborghini 64	1	2	3	4

Mail in your card now, and keep your fingers crossed!

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This season, the weather's not the only thing that's heating up! More and more games are blazing on over, so you're going to need the help of the pros to avoid getting smoked. Our Player's Guides and Nintendo back issues are stuffed with the hot info, strategies, tips and tricks that'll help you burn the competition. And if you need time to cool off, sit back with the breezy comic book adventures in our Graphic Novels. So stock up and keep your gaming on fire! To get the goods shipped straight to your home, send your order form to:

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One entry per person, please. All entries must be postmarked no later than October 5, 2001. We are not responsible for lost or misdirected mail. On or about October 15, 2001, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) and/or further competitions. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The value of prizes to many states distributed is \$40,000.00. No substitution or prize or prize. All prizes will be awarded. To receive a list of winners, send your request to the address above after October 21, 2001. **First Prize** Winner will each receive an N64 Game Pak to be selected by Nintendo Power. **Second Prize** Winner will each receive an N64 Controller or Rumble Pak selected by Nintendo Power. **Third Prize** Winner will each receive a Rumble Pak. **100 Fourth Prize** Winner will each receive an NP 100 T-Shirt. Some restrictions apply. Void only in the U.S. and Canada. Void where prohibited. For more rules, see back of issue. NOA, its affiliates, vendors, and third parties assume no liability in respect to all federal, state and/or local laws and regulations.



CLASSIFIED INFORMATION

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HEXEN

Power Cheats

Welcome to the incredible 100th installment of Classified Information! This month, we risked life and limb to steal a glance at Korea's secret grimoire and came away with a list of terrific cheat spells. (Be warned: They do not work on the highest difficulty level.) To use *any* of these codes, you must first use the Enable Cheat code listed below to make the Cheat Menu appear. There are more terrific cheats where these came from, so tune in next month to see what else our CI snoopers have uncovered!

Enable Cheat Pt. 1

Press Start to pause your game. Now press top C, bottom C, left C and right C to enter the Cheat Menu screen. Highlight the Cheat Menu and press A to access it.



Enable Cheat Pt. 2

The menu lists two pages of cheats. Highlight "Collect" and press A to see the second page. To activate a cheat, access the menu and enter the appropriate code. Press Start to return to the game.



God Mode

Once the Cheat Menu is enabled, access the menu and press the left C, right C and bottom C buttons. The God Mode option will now be highlighted. This cheat spell grants you invincibility.



Clipping

The Clipping cheat lets you walk through walls. Press top C (inventory items) and bottom C (map) on the Cheat Menu screen to activate it. You can't pick up items while Clipping is on.



Visit

Press left C, left C, right C, right C, bottom C and top C on the Cheat Menu screen to activate this stage select option. Highlight "Visit" and use the Control Stick to select a stage. Press Start.



Butcher

The Butcher cheat destroys all the monsters in the current level. Switch to the Press bottom C, top C, left C and left C on the Cheat Menu screen.



Health

For a quick life meter refill, press left C, top C, bottom C and bottom C on the Cheat Menu screen. You must enter this code every time you want a refill.



All Keys

This code gives you all the keys necessary to complete the current maze. Press bottom C, top C, left C and right C on the Cheat Menu screen. You must enter this code to work NEW MEX.



War Gods

Unlimited Continues

If you're duking it out with your fellow gods but getting nowhere, use this code to grant yourself unlimited continues. When "Midway Presents War Gods" appears, press left C, left C, Right (on the Control Pad), A, B, top C and right C. Go to the Options screen and highlight "Continues." Press Left on the Control Pad or Control Stick until "Troopley" appears. You can now battle for all eternity!



The screen will flash if the code is entered correctly.



Now you can't be banished to the water afterward.

Disney's Classic The Jungle Book

Stage Select

Disney's The Jungle Book joins the roster of great rereleased Super NES games. When the Virgin Games logo appears, quickly press Up three times, B twice, Y twice and Select. A tone will sound. Now press Up, Down, Left, Right, B, Up, Y and Left. Now press Select and Down. Another tone will sound. Once the Disney logo fades away, go to the Options screen. Highlight "Level" and press A and B to scroll through the levels. Press Start to go to the Start Game screen.



The entire code must be entered before the Disney logo fades away.



This code is difficult to do. If it doesn't work, turn your duck off on or before trying again.

STAR WARS SHADOWS OF THE EMPIRE

Wekers, Troopers and Wampes

We have another exclusive Shadows code from LucasArts, but first, we should clarify some of the instructions for the codes we printed in Volume 98. To enable the AT-ST, Stormtrooper and Wampa codes, you must first name your game "Wampe-Storpa." The dashes are spaces, and you must write the name exactly as it appears, with both capital and lowercase letters. You must also set your game controls to the Traditional setup, not default, as we stated.

In addition, the Stormtrooper and Wampa codes work in more stages than we thought originally. You can use the Stormtrooper code in Escape from Echo Base, Gall Spacport, Imperial Freighter Saprosa, Sewers of Imperial City and Xizor's Palace. You may become one of several types of trooper or an assassin droid at random. You can use the Wampa code in Escape from Echo Base (on the Medium difficulty level only) and in Gall Spacport.

X-Wing and TIE Fighter

If you complete Shadows of the Empire and collect all the Challenge Points on the Medium difficulty level, the game will give you a cheat that allows you to fly an X-Wing or a TIE fighter in the Skyhook Battle. This code allows you to do the same thing without fulfilling the normal conditions. Play through the Skyhook Battle until you reach the station itself. Pause the game. Press and hold Left on the Control Pad, left C, bottom C, right C, the 1 Button, the R Button and the Z Button. While holding these buttons, press Up and Down on the Control Stick to select the Outrigger, an X-Wing Fighter or a TIE Fighter. The controls are the same for all the spacecraft, except that the X-Wing and TIE fighters do not have a cockpit view, and the TIE Fighter does not have any torpedoes.



This code works on any difficulty level, and you don't have to complete the game first.



This is the Red Five. I'm going in!



Dark Rift

Character End Codes

These little gems will spare you the pain and agony of trying to defeat all the Dark Rift warriors and allow you to see each character's game-ending cinema scene. Enter the appropriate code on the Title screen to start the show. Directions are entered on the Control Pad, and "L" and "R" are the L and R Buttons, not Left and Right.

Aaron:

Up, Left C, R, Right, Down, R, R, Left C

Eve:

Up, Left C, R, Right, Down, R, R, Right C

Demonica:

Up, Left C, R, Right, Down, R, R, Top C

Gore:

Up, Left C, R, Right, Down, R, R, Bottom C

Nick:

Up, Left C, R, Right, Down, R, R, A

Morphix:

Up, Left C, R, Right, Down, R, R, B

Scarlet:

Up, Left C, R, Right, Down, L, L, Left C

Zenmuron:

Up, Left C, R, Right, Down, L, L, Right C

Sonork:

Up, Left C, R, Right, Down, L, L, Top C

Demitron:

Up, Left C, R, Right, Down, L, L, Bottom C



Enter the appropriate code on the Title screen.



With these codes, you won't risk excessive blood loss!

Castlevania II

Extra Lives & Sound Test

With luck this macabre classic from Konami will be re-released in time for Halloween. To start your gothic adventure with nine lives in reserve, select candle, candle, heart and heart as your password. To take the Sound Test for a spin, enter four hearts as your password.



The stages are long, so the extra lives will come in handy.



Hey, who forgot to pack the Holy Water?

Disney's Dinosaur Land 2

Kremloins Gelore

To pass through Khabba's Kiosk and enter the Lost World, you normally must collect 47 Kremloins scattered throughout the game. To skip over this task, first go to the file select screen and highlight any game file. Hold Left or Right on the Control Pad and press A and B alternately until you hear a tone. The Kremloins won't show up on your screen immediately, but you'll now have 47 of them. If you enter the code, but do not use the Kremloins and do not save the game, the coins will disappear when you turn your game off. To retrieve them, you must use the code again.



The Kremloins won't appear on screen until after your game has been saved.



You'll be able to enter the Lost World without all the mess and fuss.



CLASSIFIED INFORMATION



Play As Saisyu and Rugal

Despite its title, this portable journey fighter was just released this past February. To play as the bosses, Saisyu and Rugal, press Select three times when the Takara logo appears. Now go to the Player Select screen. *Pro30!*



Press Select three times when "Takara" appears.



You now have the power, but do you have the skill to win?



Monster Sounds

Here's another game on the list of summer releases from Majesco. When the Nickelodeon logo appears on the screen, press any direction on the Control Pad to start the theme music. Now press A, E, X or Y to make yelping sounds.



The Nickelodeon logo appears in the form of an orange bar.



This code doesn't affect the game in any way, but it's fun.



Special Passwords

Pac-Man is bustle! loose again, courtesy of Majesco, and Pac fans can chew on these tasty passwords, too. It's time to gobble your way to fun and high adventure!

Sound Test

To access the Sound Test mode, go to the password screen and enter **DDMMVST** as your password. You'll be able to listen to all of the music in the game.



Original Pac-Man

If classic Pac action is what you crave, enter **PGMVPW** in your password. You'll be able to access the original Pac-Man arcade hit!



Ms. Pac-Man

Ms. Pac-Man was a star in her own right, and this password will allow you to play her original arcade game. Enter **MSPCAND** to start the action.



Pattern Test

This password allows you to view all of the different patterns and Pac-Man faces programmed into the game. Enter **PGMPTT** as your password.



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address on the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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100

Nintendo Power's

BEST

Nintendo

games of all time
so, you wanna fight about it?

HOW do you decide the best 100 games of all time?

If you're like us at *Nintendo Power*, you get a bunch of your gaming friends together and hold a civilized debate, sort of like Roman gladiators having a tea party—it may seem civil on the surface, but we don't recommend turning your luck for a lump of sugar. Our 12 debaters, representing every manner of gamer here at Nintendo, nominated their picks for the best games from the libraries of the NES, Game Boy, Super NES, Virtual Boy and N64. (Virtual Boy completely struck out. Go figure.) Once the nominations were in, we

opened the floor to illuminated debate. Participants argued vigorously and persuasively for their favorites, *going off the reasons why they were right and why everyone else obviously had brain damage*. Eventually, being red-blooded North Americans, we held a vote, which resulted in the list you find here. So it was democratic decision. You may not agree with every one of our choices, but we stand behind our picks—sometimes very far behind them. If you have a problem with this, take it up with the judge.

1

SUPER MARIO 64



Nintendo—N64—September 1996

So many things are done so well in this game, that it's difficult to a single in on a reason that makes it the best game of all time. Shigeru Miyamoto, the designer of Mario 64, had always wanted to create a game that he described as being like a magical garden full of surprises, excitement, discoveries and danger. The immersive nature of Mario 64 is unmatched and maybe that's why it was our one and only unanimous choice in the great debate.

2

ZELDA: A LINK TO THE PAST



Nintendo—Super NES—April 1992

Few games would argue that A Link to the Past deserves this lofty position, and if they did grouch, we'd give their address to a robin. Coming in at number two in our voting, Zelda for the Super NES proves that you don't have to be radical to end up on top. Our one question is, why put Zelda in every title in the series when all she ever does is sleep and send occasional telepathic messages? Next time, great credit to the little green guy.

3

TETRIS



Nintendo—Game Boy—June 1989

Supposed! Don't be. Tetris for Game Boy continues to be one of the most played games of all time. Who can forget their first game of Tetris, the fascination of fitting the blocks together, the growing anxiety as the blocks stack up, and the almost spiritual sense that you get when you line everything up and clear the stack, achieving a zen-like oneness with your Game Boy. Tetris is life. Life is Tetris.



4

MARIO
KART 64

Nintendo-N64-February 1997

Kart comes in at the top because it is so much fun to play, especially as a multi-player game. Some critics have pointed out that the game isn't revolutionary. We would like to point out to them that games aren't about revolutions, they're about fun. Incredible play control and graphics don't hurt, either.

5

SUPER MARIO
BROS. 3

Nintendo-NES-February 1990

With over eight million copies in homes across North America, SMB 3 was the best-selling NES game of all-time. But it wasn't sales figures that got our vote. Miyamoto's game design was at its creative best. In SMB 3, Mario donned a Tanooki (raccoon) suit in order to fly. Weidman like that has got to be rewarded.

6

SUPER
METROID

Nintendo-Super NES-April 1991

The heart of Metroid games has always been the inseparable game control

and attacks. We all agree that Super Metroid charted new territory with great moves like the Space Walk, Super Jump, and Super Dash. And every game should have X-Ray goggles. Period. The graphics remain some of the best ever for 16-bit games.

7

GOLDENEYE



Nintendo-N64-March 1997

There are two antagonistic camps at Nintendo—those who think GoldenEye is the greatest game in history and those who think the first group has been seriously warped by having too much fun shouting each other in the back. The argument goes like this—GoldenEye hasn't been around long enough to prove its staying power, even though no one on the Power staff has slept in about two months because they've been playing GoldenEye. Therefore, it can't be number one. The GoldenEye advocates argue that this is just a clever ruse to get them to go home, at which time the first group will steal their copies of GoldenEye. If nothing else, this debate proves that GoldenEye puts players in a cloak and dagger state of mind.



8

FINAL
FANTASY III

NP
106



Square-Soft-Super NES-October 1994

The gaming electorate at Nintendo nearly came to blows during the Great Final Fantasy II versus Final Fantasy II Debate. It came down to an argument about opens, and opens won. In addition to ams, Final Fantasy II had everything you could want—heroes, world-shattering events, magic, mindless evil—plus Interceptor the wonder dog!

9

FINAL
FANTASY II

Square-Soft-Super NES-November 1991

For all you loyal fans of Final Fantasy II, take this ninth place finish with a grain of salt. So what if it doesn't have an opera scene. Who needs it!

10

STREET FIGHTER
II TURBO

Capcom-Super NES-August 1993

Turbo had the best speed, the best moves and the animation was great. We decreed that this was the tournament fighting game by which all others should be judged. SF II Turbo achieved great game design balance.





THE LEGEND OF ZELDA



Nintendo—NES—July 1987

The Legend of Zelda turned players into explorers. With riddles, mazes and monsters, Zelda turned out to be the richest game in the formative years of the NES.



SUPER MARIO BROS.

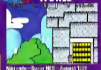


Nintendo—NES—August 1985

The pundits said that the home video game market was dead, that Atari had killed it, and there was great skepticism across the land. Then there was Mario, a humble plumber, but about a billion times more fun than Pong. When he became more popular than Mickey Mouse, the critics acknowledged that, perhaps, there was still a future for video games.



SUPER MARIO WORLD



Nintendo—Super NES—August 1991

Miyamoto again! So far, ten of the top 16 games have been creations of Nintendo's game wizard, Master Miyamoto. Like Super Mario 64, Super Mario World showcased a new hardware system. It was the first game released for the Super NES and the first smash hit for that system. The richness of the graphics were unrivaled until years later when Donkey Kong Country appeared.



THE LEGEND OF ZELDA: LINK'S AWAKENING



Nintendo—Game Boy—August 1993

In many ways, Link's Awakening may have been the best of the Zelda games. It was the only game with a walrus. For one thing. The humor, characters, puzzles and action were all great. The only thing missing was color. Super Game Boy (shown) can fix that.



WAVE RACE 64



Nintendo—64—October 1996

As the top sports/racing game on our list, Wave Race 64 stands far above the Maddening crowd. This game is not just



TETRIS ATTACK



Nintendo—Super NES—August 1991

Okay, this one you might want to argue with, even if it was arrived at democratically. But although on the surface this seems like a pitiful, goodie-for-a-choice, let us explain the thinking. Our voters loved the back-and-forth nature of the two-player competition. Like baseball, it's not over until it's over. Is that enough to prove Tetris Attack into the top 20? Maybe we just wanted to stir up a little controversy.



STAR FOX 64



Nintendo—64—July 1997



Oh, Star Fox 64, how do we love thee? Let us count the ways. We love your brilliant graphics and smooth as silk play control. We love your

sounds and your rumblings. We only put up with the frog out of a sense of duty, of course, and we forgive Mr. Miyamoto for being unabashedly pro-emblem.



18

YOSHI'S ISLAND



Nintendo—Super NES—October 1995

It took several years and several false starts before the lovable dinosaur of Super Mario World found himself in a hit game of his own. Remember Yoshi, Yoshi's Cookie, and Yoshi's Safari? No? Don't feel bad. Yoshi's Island is the one to remember.

19

CHRONO TRIGGER



Square Soft—Super NES—August 1995

The last, great Super NES RPG from Square pulled out all the stops. Not only was there a story that spanned the eons, but the technology and magic in the game were brought to life by beautiful graphics and a rich soundtrack. Chrono Trigger was a feast for RPG fans.

20

MEGA MAN



Capcom—NES—December 1987

You want to be rich? Here's the formula: make a game that's one part cool weapons that you win from wars, robotic bosses and one part great play control. Of course, if it's that simple, why hasn't anyone else done it? Maybe it's not that simple.

21

SUPER MARIO RPG



Nintendo—Super NES—May 1997

Mario in an RPG? It almost sounds sacrilegious. But as it turns out, this game was more about characters than fighting and raising your levels. The artists at Square created a rendered, 3-D world like that in Donkey Kong Country for Mario and friends. Perhaps most significant of all, Bowser turned out to be a pretty good guy.

22

CASTLEVANIA



Konami—NES—May 1987

You really can't go wrong when you combine vampire hunters and creatures of the night with whips and axes. Castlevania had all of that good stuff, plus great play control and graphics, way back in '87.

23

DONKEY KONG COUNTRY 3



Nintendo—Super NES—November 1995

24

F-ZERO



Nintendo—Super NES—August 1993

F-Zero combined a sense of breathless speed with precision control and futuristic tracks that were just very cool. Racing games have always been big, but F-Zero was the biggest. Many of us feel that it's still the best racing game in existence.

25

TUROK: DINOSAUR HUNTER



Acclaim—NES—February 1995

Sammy Iers wake up and smell the dino doo doo! This is what dinosaurs were like. They were big, strong, fast, fierce and some of them were biologically enhanced by the Campaigner for evil purposes.

Do we need more books or what? There don't come before one. In the case of DKC 3, however, we invade the book on numerical progressions, deeming that three (DKC 3) did in fact, precede one (DKC). Why? Game play is more important than graphics. Always. Do or math.



26

SUPER BOMBER MAN 2



Nintendo-Ent. - Sup. NES - September 1994

Okay, we admit that we are sick and need help desperately. We love Super Bomberman 2 for the inescapable reason that we get to blow up our friends in an almost infinite number of ways. Help us, please.

25

MARIO PAINT



Nintendo - Super NES - August 1992

So, it's not really a game. But with Mario Paint you could prepare for a future in computer graphics, and create animations and musical scores. It's practically a ticket to wealth, invention and happiness.

32

SUPER MARIO KART



Nintendo - Super NES - September 1992

Even to this day, some purists prefer the driving control and AI of the original Kart. Super Mario Kart was notable for its 3-D perspective graphics in an age of 2-D games, as well as the exceptional play control. But its greatest accomplishment was to introduce a sense of playfulness to the racing genre. It was also the first racing game to make use of lightning bolts as tactical weapons.



Nintendo - NES - August 1992

27

INTERNATIONAL SUPERSTAR SOCCER 64



Bandai - NTSC - July 1997

The biggest sport in the world deserves the best video sports game. Thanks to No nam, it has it, at least for the moment. ISS 64 is a technical triumph, but also a must-have for gamers who just want to have fun.

30

TECMO BOWL



Teicom - NES - August 1992

Tecmo Bowl didn't try to reproduce the NFL experience, rather it concentrated on providing fun, one and two-player action. The result was more of an arcade type of game that was heavy on the action.

28

NBA JAM



Acclaim - Sup. NES - March 1993

This phenom from the arcades made an impact on the home court, as well. The Tournament Edition that followed simply relaxed the winning formula, so our votes went to the original. It was a slam dunk.

31

PUNCH-OUT!!



Nintendo - NES - October 1987

Back in the good old days, this game was titled Mike Tyson's Punch-Out!! The arcade-style boxing game from Nintendo was a fantasy affair with cartoonish bosses with super moves. Who can forget King Hippo, Python Honda, Bald Bull and Sandman, even if they want to!

33

DONKEY KONG COUNTRY 2: DIDDY'S CONG QUEST



Nintendo - Super NES - December 1995

Diddy's debut proved to be a real step up in the series, plus she is just a whole lot cooler than Diddy. Donkey, Dixie and the other Kongs. Hair rules!



34 METROID II: RETURN OF MATHUS



Nintendo—Game Boy—November 1991

According to the Mother of all Metroids, this Game Boy masterpiece has all the excitement of real Metroid, but it's smaller and better for you. Yep, it's chock full of Metroid A, B, and C vitamins.

37 FINAL FANTASY



Nintendo—NES—May 1988

The most notable thing about this game was its awesome coverage in Nintendo Power and the huge Final Fantasy contest that lasted throughout the summer of 1990. Okay, maybe the game was pretty good, too.

35 DONKEY KONG COUNTRY



Nintendo—Super NES—November 1994

Finally! You may be wondering how a landmark game like DKC could slip to the 35th spot. After all, didn't Rare stun the world with its new ACM techniques, achieving a level of detail never even dreamed of for 16-bit games? Absolutely true, and DKC deserves a lot of credit for its pioneering effort. But we felt that the two subsequent DKC games improved on both the graphics and game play so much that they had to come first. That shouldn't take anything away from the original game. In a sense, all Donkey Kong Country games are an extension of the first lanky lea-hive graphics.

35 METROID



Nintendo—NES—August 1987

Metroid advanced action games into the realm of adventure, and weapons like the Screw Attack and Ice Beam are still the coolest in the universe.

38 PILOTWINGS 64



Nintendo—N64—September 1997

Pilotwings 64 turned out to be more of an experience than a game, but it still scored high on our chart.

36 ZELDA II: THE ADVENTURES OF LINK



Nintendo—NES—December 1987

Side-scrolling battles and overhead exploration might not have been to everyone's taste, but the Adventures of Link proved to be entertaining and challenging nonetheless.

40 SIMCITY

By doing this with Lego, SimCity is the best construction set ever devised. It's like putting all your Hot Wheels and Tonkas and blocks and stuff in a giant sandbox and bringing them to life. Another way of

looking at it is that you become the total ruler or god. What was our favorite bit? You can send in earthquakes, tsunamis, and even a giant, city-stomping Bower just to show them who's boss. Take that you puny wret!



Nintendo—Super NES—August 1991



41 STAR WARS: SHADOWS OF THE EMPIRE



Nintendo 64—December 1997

Snowspeeders, Imperial Walkers and Wampas. Alone, they were enough, but *Shadows of the Empire* also excelled at conveying a sense of being immersed in the Star Wars universe. The Super NES series of Star Wars games all led up to this N64 version, combining different types of action gaming at different levels, and although they too are deserving of credit, we chose to acknowledge all the Lucasarts Star Wars titles with this entry.



42 SECRET OF MANA



Square Soft—Super NES—October 1993

Four special features and a cover article in *Power* might lead some people to think that we were a bit Mana-crazed. We admit it. We love adventure games and there are precious few of them. *Mana* featured item rpgs, real-time fights, exploration and puzzle-solving...

43 STREET FIGHTER II: THE WORLD WARPER



Capcom—Super NES—July 1992

Every tournament fighting game that followed owes something to SF II, from Mortal Kombat to Killer Instinct, not to mention *Battle Paws of Fury*.

44 ADVENTURES OF LOLO



HAL Amstar—MS—April 1993

With items and magic in your bag of tricks, Lolo sometimes seemed more like an adventure than a puzzle game. As some of you may have guessed, there's a little bit of Lolo in today's Kirby—also from HAL Laboratories.

45 DR. MARIO



Nintendo—Game Boy—December 1990

The big innovation in Dr. Mario was not giving Mario a stethoscope. It was the inclusion of a fast-paced, two-player mode. Dr. Mario combined the concentration and challenge of Tetris with the excitement and unpredictable nature of head-to-head competition.

46 CONTRA 3: ALIEN WARS



Remedy—Super NES—April 1992

Contra 3 included great two-player simultaneous action with some of the best graphics seen up to that point. The use of Mode 7 rotation was particularly cool, not to mention the awesome bosses.

47 SUPER MARIO BROS. 2



Nintendo—NES—October 1991

For the first time, players could choose to play using the Princess and Toad. Luigi gained his own identity, as well. Any game with vegetables that you throw is going to get our vote.

48 SHADOWRUN



Data East—Super NES—May 1993

The dark, future world of *Shadowrun* pits corporate behemoths against puny individuals. A resurgence of magic is the great equalizer. Data East captured all of this mood in an overhead adventure that was as deep as any RPG.



43

**NINJA
GAIDEN 2**

Tronex—NES—May 1993

This was one of the first games that changed the conditions on you in the middle of a stage. Lights flickered out, and high winds blew your character around. The stage-end camera scenes were also a novelty at the time.



52

CONTRA

Konami—NES—February 1988

For straight, platform shooting action, nothing beat the original *Contra* for the NES. The upgrades gave you awesome power, but the enemies were always hiding at awkward angles.



55

**BIONIC
COMMANDO**

Capcom—NES—December 1987

The variety of moves and the cool weapons in *Bionic Commando* were covered way back in the second issue of *Nintendo Power*. Ever since then, we've wanted a new BC. We got some of what we wanted when Capcom released a Game Boy version of the man with the grappling arm, but we want more. Call us spoiled.



50

**TETRIS
SPHERE**

Hasbro
G&D

Meredith—NES—August 1997

Tetrisphere ranks right up there with the best puzzles in almost every category, plus it has cool music and nice graphics, two areas that seem to be missing from most puzzle games.



53

**MORTAL
KOMBAT II**

FIGHT!

Acclaim—Super NES—September 1994

Nintendo learned its lesson the hard way with the success of the Genesis *Mortal Kombat*—gamers want copious amounts of gore. In MK II, you got gore and more—new characters and moves is what turned out to be the best of the 16-bit versions.



58

**CASTLEVANIA
IV**

Konami—Super NES—December 1991

Vampire hunting in the big, beautiful 16-bit world of the Super NES turned out to be one of our favorite midnight activities. The heck with slow-down, *Castlevania IV* kept our pulses high. This was another one of those games that requires a nod to earlier games in the series. The NES and Game Boy *Castlevania* games all provided great, haunting action, but we felt that *Castlevania IV* was among the best.



31

GOLF

Nintendo—Game Boy—February 1993

This is a choice that non-golfers may question, but it's the most popular game at 30,000 feet. We always enjoy a link 18 when we're traveling on our Nintendo corporate plane.



34

**KILLER
INSTINCT
GOLD**

Meredith—N64—November 1995

Killer Instinct Gold turned out to be the greatest tournament fighter ever and Rare even managed to add a bit of 3-D to the 2-D format. As for pure fighting satisfaction, it still reigns on the N64.





Enix—Super NES—November 1991

Truly unique games are almost as rare as unicorns, but Enix created this exotic mix of heroic action and economic simulation. The graphics and sound were like a Wagnerian opera, complete with a shield maiden in a horned helm.



Nintendo—Super NES—June 1993

The modern setting and wonderful characters made the game accessible to a wider audience than fantasy RPG's. Who can resist a game in which you fire battle axes at giant chimpanzees and take advice from a little guy who's all nose!



Sonysoft—NES—November 1989

Whether you were inside or outside your tent, the action was fast and furious in Blaster Master. There was even a good Game Boy version, Blaster Master Boy. We waited in vain for a sequel for years. Maybe we'll see something for the NG4.



Cosmo—Super NES—January 1994

The always superb graphics of the series reached a new level in this first Super NES Mega Man game. The game play remained traditional, but with some cool additions, such as the blue one's new pal, Zero.



Infocom—NES—September 1986

Licenses reached new heights in creative domains with this brilliant adventure that starred a purple tentacle, a twisted nurse, and local teenage neighbors who try to stuff a hamster in the microwave—or were we the ones who tried to...?



Nintendo—NES—December 1990

Although it was never a platinum hit like Zelda, Star Tropics had all the puzzles, plot twists and battles that an adventurer could ask for. In addition to that, it had the best use of a yoyo in any video game.



SNK—NES—July 1990

You could wear a gas mask, play the insect flute or run amok in Rabbit Boats. The plot of Crystalis begins with a savage war engulfing the earth. That war was said to begin on October 1st, 1997. Our advice is to wear lead underwear.



Nintendo—NES—March 1992

"Knocking down buildings is fun," says Chris Stamper of Rare. We've also heard that Chris thinks squirrels are a blast, which makes us wonder: In Conker's Quest, will you knock over trees?



Playmates—Super NES—November 1995

Cows. More cows. Even more cows. Pigs. Cows. Cows. Puppy tooting. Still more cows. And a heavily armed worm, just another realistic, slice of life game. Jim 2 got the nod over the original because of its improved play control.



69

DOUBLE
DRAGON

Taito/Sega—NES—June 1988

Billy and Jimmy Lee lacked every but they encountered in this classic beat-'em-up game in which two but-fuckers could kick butts simultaneously. Once again, there was a whole series of Double Dragon games, and even one game that combined Billy and Jimmy Lee with the Itadaki, but the entire series followed closely in the butt-kicking footsteps of the original.



Taito/Sega—NES—June 1988

70

FINAL
FANTASY
LEGEND

Square Soft—Game Boy—September 1990

The first major RPG for Game Boy 1990 stayed true to the Square Soft tradition that mixed story, exploration and a curious mix of magic and technology. If only we could get our islands to float.



71

SUPER MARIO
LAND 3:
WINDLAND

Nintendo—Game Boy—February 1994

Collecting pirita treasure is always a worthy goal. Wario wore many hats in his first solo game. Frankly, it was great and we think Wario got a bum deal as a lead Mario, we want you to come over here and shake hands.

72

KILLER
INSTINCT

Nintendo—Super NES—August 1995

Another Rare triumph, Killer Instinct combined ACM-rendered graphics with the most advanced fighting system of its day. After K2, virtually every tournament fighter adopted some form of combo hit system.

73

SHADOWGATE



Sierra—NES—December 1992

Shadowgate is proof that graphics aren't everything. This RPG thrived on puzzles and traps while staying away from virtually any animation. Cranky Kong would have loved this one.

74

RC PRO-AM
RACING

Nintendo—NES—February 1991

Guided by the firm belief that racing games aren't nearly violent enough, Rare designed RC Pro-Am with plenty of power-up items and missiles. Oh, slots should be mandatory in all racing games.

75

SUPER GHOULS
& GHOSTS

Capcom—Super NES—November 1991

Everything about this game was challenging, particularly trying to keep Arthur's suit of armor on his puny body. Believe us, naked knights don't stand a chance in this ghoulish side-scroller.

76

GRADIUS III



Konami—Super NES—August 1992

The always superb graphics of the series reached a new level in this first Super NES Mega Man game, while the game play remained traditional with some cool additions, such as his new pal, Zero.

77**NBA LIVE '95**

EA Sports—Super NES—October 1994

Electronic Arts made a huge leap from the old NBA Championship series of basketball sims with this game. Subsequent NBA Live titles have been rather updates with small improvements.

78**TMNT IV: TURTLES IN TIME**

Konami—Super NES—August 1992

Combining a used to mean something, at least to the fanatic followers of the Teenage Mutant Ninja Turtles. They were huge and so was this game. It was true-to-the-arcade game and looked as good as a hot slice of pizza.

79**RESCUE RANGERS**

Capcom—NES—June 1991

Chip and Dale battled the Fat Cat and nimp squirrels in this side-scrolling action game. Capcom lived up to its reputation for superior play control and graphics. The nimp squirrels should have had their own game.

80**THE MAGICAL QUEST STARTING MICKEY MOUSE**

Capcom—Super NES—December 1992

This four de force from Capcom was well-received, because it truly is magical. The rich graphics and inspired play made it one of the finest platform games for the Super NES.

81**FACEBALL 2000**

DataEast—Game Boy—December 1991

This unheralded little 3-D Game Boy game virtually pioneered death-match play. Up to 16 players, properly equipped, could link up and play virtual tag.

82**BREATH OF FIRE**

Square Soft—Super NES—August 1994

Transforming into different types of dragon is an ability that is just too cool to ignore. Although the North American version of Breath of Fire was released by RPG super star, Square Soft, the game was actually developed by Capcom in Japan. Capcom released the excellent Breath of Fire II itself in North America.

83**DRAGON WARRIOR IV****NIP 100**

Enix—NES—October 1992

This was a tough choice. With four Dragon Warrior games to choose from, everyone had a favorite. It was decided that the fourth DW game was so big and tough that it might come beat us up if we didn't vote for it. It was the last of the DW games to appear in North America, as well, and we still look back fondly to that lost era of grand RPGs. Long live Ishtar!

**84****METAL GEAR**

Konami—NES—June 1991

This classic, overhead perspective action-adventure never received the coverage it deserved in Power. What were we thinking! It's a true classic with lots of variety, items and explanation. We won't make the same mistake when its NES counterpart, Hybrid Heaven, appears in mid 1996.



85

ILLUSION OF GAIA



Nintendo—Super NES—September 1991

Gaia featured excellent graphics, hand-to-hand combat and the single most horrific and selfish act in video gaming history when Hamlet the pet pig roasts himself for the benefit of a bunch of starving villagers. Pass the lettuce!

86

BLACK-THORNE



Atari—Super NES—September 1994

One wonders what sort of rating this game would have received in today's system. Blackthorne was a favorite at Nintendo for its great animation and incredibly realistic death moans.

87

GOONIES II



Kaseco—NES—November 1987

Ten years ago, the title seemed pretty revolutionary. The secret passages that led from one part of the maze's layout to another created a unique maze, and the use of a wide variety of items made this game very special indeed.

88

BASEBALL STARS



SNK—NES—July 1993

One of the first games to use full managing functions like trading, Baseball Stars also had a women's team option—the only one of its kind ever. What about the Crilly games? Is fighting over which was our favorite prevented them from scoring enough points to make the top 100.

89

BATTLETOADS



Budosai—NES—June 1991

One of the wildest action games of the NES era, Battletoads featured three toads with "toads." The graphics created by Rare were exceptional by any standard and the game was so challenging and fun we devoted an unprecedented 35 pages to it. Subsequent Battletoads games, such as Battletoads in Battlemaniacs, were also beautifully done, but they didn't have the impact of the original.



90

DEMON'S CREST



Capcom—Super NES—November 1994

The graphics were great and the play was varied and intense, but Demon's Crest never sold well. One week it actually managed to generate negative sales. How is that even possible? More people returned the game than bought it. They must have been over their brain damaged than our electorate that voted for this game.

91

LUFIA AND THE FORTRESS OF DOOM



T-En—Super NES—December 1993

Lufia was great. We also wanted to mention Lufia II, which is a worthy successor but didn't make us enough to get into the top 100. Both Lufias blend RPG and adventure elements. Very tasty.

92

OGRE BATTLE



Enix—Super NES—May 1995

So, how is your alignment these days? Ogre Battle aligned RPG and strategy game play in a triumph and liberating epic.

33

GARGOYLE'S QUEST



Enix—Game Boy—July 1 '92

Gargoyle's Quest combined RPG and adventure elements, a large region to explore in the Choral Realms, and hours of fun. It also sold a lot better than its big brother, Demon Crest. Finished the gargoyle is one of the all-time great heroes.

36

BUST A MOVE



Tetra—Super NES—March 1 '95

In this unusual but involving puzzle game, players aimed a marble shooter to make combinations that would clear the screen. The trend we expected to see in puzzle shooters never materialized. Somehow it got sublimated into salad shooters. Word.

35

ULTIMA: QUEST OF THE AVATAR

NIP 100



FDI—NES—December 1 '98

One of the first RPGs to boast customized characters and multiple member parties, Avatar sent players on a virtuous quest. The story remains one of the best among epic games although the graphics would make a lung-fish look attractive. The Super NES Ultima games never really measured up.

34

TRUE GOLF CLASSICS: PEBBLE BEACH



T&E Soft—Super NES—April 1 '92

The only thing better than True Golf Classics, Pebble Beach Golf Links would be a chance to actually play the course with Tiger as our caddy. The only reason that Golf for Game Boy scored higher is that you can't take Pebble Beach with you.

37

FINAL FIGHT



Capcom—Super NES—September 1991

The genre of scrolling fighter games reached its peak with the Final Fight series. Translated from the popular arcade games, clearing up Metro City was a luck (and a punch) due to Capcom's excellent play control.

100

ALIEN³



Capcom—Super NES—May 1 '93

Finally, few games or movies based on esoteric sci-fi have been successful, but Alien³ somehow got inside us. We got to go on the ultimate bug hunt and we didn't even have to shave our heads to do it.

30

KICKLE CUBICLE



Enix—NES—September 1 '96

Kickle's puzzle adventure reminded us of the Adventures of Lolo. Players had to freeze enemies and build bridges to pass through dares of puzzling rooms.

38

SUPER TENNIS



Mercury—Super NES—November 1 '91

Unlike many video tennis games, Super Tennis wasn't just a glorified version of Pong. Great control and a realistic perspective made this game a winner in straight sets.

so there...

That's it for the best 100 games of all time. We are the first to admit that lots of deserving games didn't make the cut. Many undeserving games failed to make the Worst list, as well. If we made you think about your favorite games, and why you like them, then we've succeeded. If you want to step outside and discuss our choices further, then we succeeded beyond our wildest expectations. Let us know what you think. Maybe when we put together our 200th anniversary issue, we'll invite you to the debate of the millenia.



Nintendo Power's 100 All Time

The best scores from Abadox to Zoop! Listed below are the highest scores and best times ever to grace the 100 volumes of Nintendo Power!

GAME	HIGH SCORE	POWER PLAYERS
ABADOX (NES)	477,340	John Cooney, Santa Fe, TX
A BOY AND HIS BLOB (NES)	138,800	Erin Schanz, Melrose, NY
AEROBIC (Super NES)	873,901,244	Dale Smith, Albu, MO
ARCADE (NES)	838,430	Jack Wang, Emory, GA
ARCADE (NES)	264,380	Brian Trimmey, Hampton, VA
ASTYNAX (NES)	10,575,900	Kyle Chavez, San Leandro, CA
ATHENA (NES)	999,900	Michael Ponzetta, West Bend, WI
BALLOON BIGHT (NES)	999,739	D. Nash & P. Morley, San Pedro, CA
BARON'S BLACK BASS WANKER (Super NES)	22.06 hrs.	John Peley Jr., Windsor Locks, CT
BATTLE TANK (Super NES)	250,000	John Brady, Fort Worth, TX
BUBBLE BOBBLE (NES)	1,755,250	Bobby Ragg, Clavet, SK
BUS-A-RADY (Super NES)	147,420	Wing Yau, Long Island City, NY
CASTLEVANIA ADVENTURE (Game Boy)	3,090,100	Jimmy Ryan, Washington, D.C.
DEFENDER (Game Boy)	999,999	Jason Lawrence, Hahala, OK
DESERT STORM (Super NES)	805,200	James Schneider, Jackson, MI
DIG DUG (NES)	195,600	Fred Z. Weyer, Reading, PA
DISNEY'S DUCK TALES (NES)	528,134,600	Leo Yuzepak, Miami, FL
DONKEY KONG (NES)	158,700	Thomas Van, New York, NY
DONKEY KONG 3 (NES)	108,800	Joseph Santonella, Quincy, MA
DONKEY KONG COUNTRY (Super NES)	1:00 (Time for 101%)	Moses Garcia, Hialeah, FL
DONKEY KONG COUNTRY 2 (Super NES)	1:02	Joan Prosser, Utica City, NY
DONKEY KONG 3 (NES)	2:07 (100%)	Sean Lee, Arcadia, CA
DONKEY KONG COUNTRY 2 (Super NES)	2:07 (100%)	Ray Collins, Irving, TX
DONKEY KONG COUNTRY 3 (Super NES)	2:27 (100%)	Dennis Grilly, Escoria, WA
DONKEY KONG LAND (Game Boy)	1,023,000 (9)	Patrick Moore, Los Vegas, NV
DOOM (Super NES)	1,000,000	Nate Grant, Smyrna, MD
DOUBLE DRAGON (NES)	999	Chris Orjick, Spring, TX
DOUBLE DRAGON (NES)	6,647,100	Charles Vanzetta, Hillside/Barr, PA
DR. MARIO (NES)	51,500,000 (Collected)	Randall Hand, Waterloo, MS
DUCKTALES (Game Boy)	0:49.75 (Track 1)	Andrew Marshall, Columbia, MD
DUCKTALES (NES)	0:51.84 (Track 2)	B. McLaugh & S. Sorens, St. Yves, OH
DUCKTALES (NES)	0:52.22 (Track 3)	Michael Simmons, Providence, UT
DUCKTALES (NES)	0:58.87 (Track 4)	Daniel Miron, Hilltown, NJ
DUCKTALES (NES)	0:53.35 (Track 5)	Todd Stevens, Jersey NJ
DUCKTALES (NES)	0:57.91 (Course 1)	Brian Smith, Hillbrook, NY
E-1 RACE (Game Boy)	1,526,650	Glen Parker, New Port Riches, FL
ELKS THE CAT (NES)	4,745 (Frosted Steps to Meg)	Michelle Niren, Denver, CO
FINAL FANTASY III (Super NES)	121 (Genji Gloves Collected)	John Daily, Ellsboro, NY
FINAL FANTASY III (Super NES)	3:54	Alan C. Gannon, Marshfield, VT
FINAL FANTASY MYSTIC QUEST (Super NES)	3,385,400	Brian Kusan, Ashwahton, WI
LEG OF THE NORTH STAR (NES)	14,257,000	Jason & Sharr, Thomas, Calgary, AB
GLAGA (NES)	6,034,400	Matt Harkbeck, Bethel, MA
GHOSTS 'N Goblins (NES)	-24	Wes Walker, St. Louis, MO
GOAT (Game Boy)	-25	Scott Toombs, Denmark, WI
GOLE (NES)	933,500	Gary Smith, Mason City, IA
IRON TANK (NES)	193 Home Bars	John Pharty, Noroto, CA
KID GRIFFIN II: PRESENTS MUI (Super NES)	3,605,700	Ernest Pagan, Middleboro, RI
KID NIKO (NES)	1,903,000	Joseph Hines, Evans, VA
KILLER INSTINCT (Super NES)	3,026,522	Nathan Lickowski, Kitchington, ON
KIRBY'S AVANLANCHE (Super NES)	7,946,000	Matthew Niga, Chicago, IL
KIRBY'S PINBALL LAND (Game Boy)	112,689	Carl Forstis, Avon, IL
LODE RUNNER (NES)	554,700	Joan Lantz, Brownsville, TX
LOW G-MAN (NES)	63 yards	Bruce Miller, Woodstock, IL
MAIDEN '96 (Super NES)	39 yards	Philip Sica, Billings, MT
MAIDEN '96 (Super NES)	983,000	David Hoffman, Glenside, PA
MARBLE MADNESS (NES)	3,999,998	Wayne Mantle, Cayville, OH
MARIO BROS (NES)	3,999,998	Chris Shepard, Champaign, IL

NP'S

NP'S
ACHIEVERS



Best Scores

GAME	HIGH SCORE	POWER PLAYERS
MARIO'S PICROSS (Game Boy) NETBOB 6-THE RETURN OF SAMAN (Game Boy) WIGHTY BOMB JACK (NES) WINDMILL (NES)	141 (Time Trial Mode) 101 1,654,880 \$99,999 \$99,999	Mike Rogaczewski, Kellen Herber, WI Aaron Halverson, Crofton, OR Carl J. Stamps, Salem, VA Sean Hammond, Havertill, NH Glen Goodman, Scottsdale, AZ
NASC (NES) NBA JAM (Super NES) NES OPEN TOURNAMENT GOLF (NES) NHL 95 (Super NES) NHL STANLEY CUP (Super NES)	9,749,250 117 (Three-Point Shoot) -29 (U.S. Course) 352 (Goals) 71-01 (Victory Margin)	J. Igotish & L. Sasser, Williamsport, PA Matt Pafolinski, Reading, NJ Jeremy Gyika, Lincoln Park, MI Richard English, Lakewood, CA Bob Shepherd, Proser, CN
PARIBODY (Game Boy) PARIBODY (NES) PROTWINGS (Super NES) PROTWINGS 64 (N64) PUPY DREAM (NES) PRINCE OF PERSIA (Super NES)	198,700 148,400 493 points (Best Score on Level 4) 1,041 51 (Beat 20 Balls on 2nd Launch) 8,572,850 138 minutes	Lyle Sikes, Atlanta, GA Jon Fan, Ann Arbor, MI Brian Demantoni, Tallahassee, WA Chris Anderson, Sumner, NJ Carolyn Bishop, Oregon City, OR Glenn Leary, Elmhurst, IL
RAD BUNCH (NES) RAMPAGE (NES) R.C. PRO-AM (NES) REVENGE OF THE GATOR (Game Boy) ROAD RUNNERS' DEATH VALLEY RALLY (Super NES)	63,794 50,644,612 \$99,518 5,988,730 914,230	Frank Strouley, Wilkes-Barre, PA Sam Kent, Birmingham, AL Jerry Black, Lutz, FL Mark Newfield, Orem, MI Ryan Wickstrand, Maricopa, AZ
SACRINE (NES) SEVENTH SAGA (Super NES) SIM CITY (Super NES) SNARE BATTLE N BOLA (NES) SOLOMON'S KEY (NES) SUNNY BEACH FX (Super NES) SUPER BUCK EAGS (Super NES) SUPER C (NES) SUPER MARIO 64 (N64) SUPER MARIO KART (Super NES)	9,999,550 21,902 Oct 1 1980 (Overpopulation) 763,100 16,822,906 6:05 seconds (Rodeo Contest track 1) 27 Bn., 1 oo (Biggest Fish) 1,433,880 3:12.58 (Fastest Time on the Princess's Secret Slide) 1,901.00 (Mario Circuit 3) 1:15.00 (Donut Plains 1) 1:07.77 (Ghost Valley 1) 1:56.65 (Donner Castle 1) 1:41.26 (Mario Circuit 2) 1:07.76 (Choco Island 1) 0:41.65 (Koopa Beach 1) 1:07.19 (Choco Island 2) 1:07.59 (Donner Castle 3) 5:53.04 (Banana Island) 0:37.18 (Moleville Mountain Mine Cart Ride) 31 animals \$,996,000 8:15 seconds (Dragon Chari)	James LeVelle, West Warwick, RI Mark Chadlow, Grimsby, ON Dale Smith, Albia, MO Michael Carbo, Conby, MN Carole Gravelle, Visalia, CA Joshua Stankovic, Palm Coast, FL Amanda Henson, Fitchelle, OH Anthony Robinson, Corona, CA Kyle Bradford, Lakewood, CA Nicky Jones, NJ, New Castle, PA Steven Niemann, Westfield, NJ Eddie Moya, Harris, TX Peter Kaufman, Buffalo Grove, IL Brad Khan, St. Clair Shores, MI Joyce Schwartz, Madison, WI Mark Warner, Mountaineers Creek, UT Isaac Knight, Deer Creek, CO Troy Manning, Mapleton, CA Fritz Kambly, Buffalo, IL Jacobson Webb, Iron Mountain, MI Brad Jackson, Poudre Valley, CO Steven Schabert, Oak Grove, MO Rob Schuler, Brentwood, CA
SUPER MARIO RPG (Super NES) SUPER METROID (Super NES) SUPER PITFALL (NES) SUPER PUNCH OUT!! (Super NES)	99-90 (Victory Margin)	Ericson McKinley, Aurora, NE Phil Brantley, Spedden, OK Michael Schlicht, Fremont, CA Frederic Esqueq, Pembroke, PQ Lance Burton, North Hantsburg, PA Mike Hayes, Third River Falls, MN
TECHNO SUPER BOWL (NES)	99-90 (Victory Margin)	Ericson McKinley, Aurora, NE Phil Brantley, Spedden, OK Michael Schlicht, Fremont, CA Frederic Esqueq, Pembroke, PQ Lance Burton, North Hantsburg, PA Mike Hayes, Third River Falls, MN
TIGERS (Game Boy) TIGERS & DR. MARIO (Super NES) TOYAL RIFLE (NES) UNBRACERS (Super NES)	409.35 (Fast Course)	Mark Priddy, Warren, MI Robert Filly, St. Bernard, ME Jordan D'Carlo, Lake Forestville, NY Tammy Yank, Ridgeley, WV Curtis Downey, Fairfeld, OH
WAVE RACE (Game Boy) WAVE RACE 64 (N64) WAVE RACE 64 (N64) WINGS GEFITKYS 1-D HOCKEY (N64)	2:02.569 (on Laps around Sunny Beach) 1:14.825 (Three Laps around Southern Island) 182 (Most Goals in a 20 Minute Period)	Jack Peck, Arlington, TX Paul Lacey, Denver, CO
YAKUZA (NES) YAKUZA (NES) YOSHIE (Game Boy)	3,267,334 4,339,734 8,075	Jack Peck, Arlington, TX Paul Lacey, Denver, CO Craig Patis, Toledo, OH
ZOMBIE'S ARE MY NEIGHBORS (Super NES) ZODP (Super NES)	9,979,570 863,480	Chari King, Sunnyvale, CA Greg Shores, Helms, IN



NEW PLAYING

In our never ending quest to bring you the best and most useful Nintendo game coverage on Earth, Nintendo Power proudly unveils the new Now Playing. This month, we're introducing the new features and giving some examples of how Now Playing will cover games. What's new? Our Power Meter rating system was a bit hard to understand in the old format, so we've updated it, simplified it, and made it more

useful. We're also including detailed information on each category for every game. The quick overview of each game will be replaced by expanded critical coverage of the things we liked or didn't like about the game. You can still turn to strategy reviews for story and game summaries. An expanded review crew made up of Nintendo Pros will continue evaluating the games and giving their overall scores.

THE RATINGS GAME

- R-7.5** The new Power Meters have been designed to give you a fast, clear measure of a game's quality in significant categories. The five new categories include Graphics, Play Control, Game Design, Satisfaction, and Sound. Instead of using the old five point system, we've turned to a 100 point system, which allows for finer judgment calls and quicker evaluations. We've also weighted the system so that some categories are worth a bit more than others. In the new scheme of things, Graphics and Play Control

are each worth 20%, Game Design and Satisfaction are each worth 25%, and Sound is worth 30%. Each evaluator scores a number between one and ten for each category. When all the evaluations are in, they are averaged. In this way, we end up with a final score for each category. Finally, we weight the categories by their percentages to get the overall rating. The same process is used to derive overall ratings for each evaluator.



DATA BOX

Here you'll find fast facts and useful bits of information, everything from a picture of the game box to the number of levels in the game. You'll also find expected release dates, ESRB rating information, number of players supported in the different gaming modes, and compatibility with accessories such as the Rumble Pak and Controller Paks.

SCREEN SHOTS

At least two screen shots of every game will be shown as an example of the quality of graphics and game play elements or game modes.



GOLDENEYE 007

- Nintendo 64 requires
- 4 game save slots
- Rumble Pak compatible
- 1 to 4 players simultaneously
- 20 stages • 11 multi-player-only stages
- Release date: August 1997

The most exciting mission adventure of all time comes to life only on the N64.

GRAPHICS: Every detail is sharp and realistic, an amazing feat, exceeding even the high standards set by Turric. Remarkably, Rare used very little fog and yet you almost never see polygons popping up in the distance. Even more impressive is the level of detail and high frame rate in the multiplayer game, even on a 13" TV.

PLAY CONTROL: There are some cool features such as zooming, knifeing, ducking into and out of cover, and climbing ladders.

GAME DESIGN: GoldenEye advances the Doom genre by adding a variety of strategic mission requirements. The multiplayer option is incredibly fun and should be considered just as important as the mission mode. The Rumble Pak adds to the excitement, plus it's useful to feel when you've taken a hit. The cheat menu is very cool.

SOUND: Incredible music and effects.

SATISFACTION:

Many of the evaluators feel that GoldenEye is one of the best executed games of all time. If there's a downside to GoldenEye, and we had to struggle to come up with one, it's that squeamish players may find death animations are so realistic that they close their eyes and wind up getting shot.

CRITIQUE: DAN: *The realistic level design makes it feel as if you are there!*
SCOTT P.: *I think the multiplayer mode gives it incredible replay value!*



SCORES

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GRAPHICS—8.9 PLAY CONTROL—8.9 GAME DESIGN—8.8 SATISFACTION—8.5 SOUND—8.0

OVERALL RATING

9.0

CATEGORY SCORES

These are the total scores for each category. Ten is the highest ranking while one is the lowest. Five is an average game score. When considering scores, the evaluators will make comparison judgments with other games of the same genre, so don't mind time frame. In other words, Super NES RPGs won't be judged comparatively against NES action games.

CRITIQUES

The central part of each game review covers the highs and lows by category. You'll see why a game scored as it did and learn how it compares to similar games, and our pro evaluators will tell you exactly what they think about the game. Some categories may not require coverage in this manner, depending on the game and the evaluator.

OVERALL & INDIVIDUAL SCORES

The Power Meter in the corner shows the overall, weighted score derived from the individual scores listed in the side bar.



STAR FOX 64

- Nintendo 64 requires no extra save memory
- Dumb: Pak compatible
- One item: Pak included with game
- 1-30+ players simultaneously
- 18 stages + 3 multiplayer arenas
- Release date: June 1997



Another stellar performance on the N64 from the master of Nintendo.

GRAPHICS: The animation of boss characters had the smooth motion along the flight path the both expressive. The use of 3-D characters to create cinema scenes will become standard in future games that emphasize stories.

PLAY CONTROL: The controls are intuitive and responsive. With the extra feedback from the Remable Pak, Star Fox 64 has the immersive, in-the-cockpit feel that you want in a flight, comparable to the flight steps in Shadows of the Empire.



GAME DESIGN: The All Kerge Mode adds a sense of freedom that is missing from the corridor

flight paths of the original Star Fox. Unfortunately, when you have to quit in mid-battle, the lack of a game save feature is irritating.

ENTERTAINMENT: Some players blow through the easiest paths quickly and think they've seen it all. But there are hidden depths, particularly for players who take on the challenge of collecting all the medals.

SOUND: The use of real-time voice messages was a great innovation although several of the character voices didn't live up to expectations.

COMMENTS: DAN: The multiplayer mode is a real plus even if the story is pretty much the same as the original. SCOTT P.: After Star Fox 64 and GoldenEye, games without multiplayer options may seem like they're missing something—that's a major change.



GRAPHICS—9.0 PLAY CONTROL—8.8 GAME DESIGN—8.9 SATISFACTION—8.2 SOUND—8.0



TETRISPHERE

- Nintendo 64 requires no extra save memory
- Not compatible with Controller or Remable Pak
- 1 player, 2 player simultaneous, 4 player tournament alternating
- 4 modes of play & 103 puzzle levels



A great new Tetris puzzle challenge comes to the Nintendo 64.

GRAPHICS: No other puzzle game ever comes close to the rich graphics of Tetrisphere. Graphics often aren't impressive in puzzle games, but in Tetrisphere



you need to be able to distinguish blocks in 3-D space and at different distances, so the clarity of the graphics is very important and the use of shading and special effects gives players vital clues during the game.

PLAY CONTROL: It takes a little while to get used to the moves, especially the sliding technique.

GAME DESIGN: You have to learn to love this game

because it is not intuitive at all. The Hide & Seek mode has variety, and the puzzles, multiplayer mode and Rescue mode are all captivating.

ENTERTAINMENT: Puzzle fans who want a challenge will love the variety and intensity of this game, but anyone looking for a quick Tetris experience may be put off by the game's complexity.

SOUND: H2O really did a great job with the music, which has been described as a sort of techno/funk style.

COMMENTS: ERICH: The magic items are great rewards for combos and the level combo system is very addictive for hard core gamers. SONJA: It's totally addicting and has great replay value, but to master the game, you have to think spatially.



GRAPHICS—7.8 PLAY CONTROL—7.5 GAME DESIGN—7.9 SATISFACTION—8.1 SOUND—8.1



TETRIS PLUS

- Nintendo 2 megabit
- Battery backed-up memory
- 1 to 2 players simultaneous
- Game link
- Super Game Boy enhanced
- Puzzle mode



The most comprehensive Tetris clone ever for Game Boy.

GRAPHICS: The game window in Tetris Plus provides a clear playing field, which is the most important consideration, but the symbols that indicate game status in the two-player mode are ambiguous and hard to see.

PLAY CONTROL: No problems here. Tetris Plus uses standard Tetris rotation controls.

VALUE: **DESIGN:** The custom puzzle editor and ten puzzle save slots are an interesting addition aimed at hard-core Tetris fans. The inclusion of the Professor, who stands atop the tetrad blocks and who will be squashed if you let the blocks stack up too high, doesn't add much strategically to the game, but his presence does give you a sense of urgency.

FINAL VERDICT: If you don't have Tetris for Game Boy, then this is a dice game that has it all, and then some due to the new puzzle mode.

SOUND: Another weakness of the game, the music isn't nearly as good as the music in the original Tetris. You'll probably end up turning it all the way down.

COMMENTS:

DAN: With the inclusion of the original Tetris, this game is a very good value. **ERIC:** The puzzle mode adds a new twist to a classic game. **SCOTT P:** The two-player game is fun, but you don't often find another player with a Game Link and the same game.



GRAPHICS-6.7 GAME DESIGN-7.1 SATISFACTION-6.7 SOUND-5.2

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite peeps in each issue's Now Playing.

ANDREW Sports, Pro Wrestling

DALL Fighting, Sports, Strategy

DAN Action, Adventure, Sports

STEVE D. Action, Fighting, RPG

LEOCE Sports, Pro Wrestling

MURRY P. Sports, Adventure, Strategy

HENRY Fighting, Action, Sports

MIKE Action, Pro Wrestling

LESLIE RPG, Simulation, Adventure

TRAVIS RPG, Simulation, Puzzle

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We find that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS-6.7

GAME DESIGN-7.1

SATISFACTION-6.7

SOUND-5.2

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



Games that were re-rated after the ESRB's announcement of the rating system are designated "R".

Early Childhood
(3-6)

Kids to Adults
(7-13)

Mature
(17+)

Teens
(13-17)

Adult
(18+)



PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

From the very first issue of Nintendo Power, Pak Watch has brought you news from developers working on the latest games. We've gone from two pages and hardly any photos to six pages and early hands-on play tests of games.

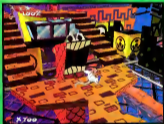


EARTHWORM JIM 3

One of our greatest wishes came true when we visited the development booth at E3. There we were met by a dozen developers of *Earthworm Jim 3*, currently in the works at



SouthPeak Interactive. It begins by depicting Jim's new fashion accessories in the early James Bond style. "Building on the complete wild, out-there, dancing, crazy, in place of dancey, glitz, and psychuddle events, Jim's 3rd ed. trouble starts when a cow lands on his head and knocks him silly. The game takes place in 3-D worlds thematically based on parts of Jim's scrambled brain. For instance, one stage will be based on Jim's fears while another will be based on his aggression or intellect games. Pak Watch talked EWI 3 game designer, Stephen Hewitt, about making the game funny for an international audience. "It has to be visual," said Hewitt. "Funs don't work very well when they have to be translated. What's most important is that there has to be a sort of logic behind what happens. It can be twisted, but things have



to make some sort of sense." He went on to say that the game used local Wiimote motion capture and featured lots of bridge-bugs, along with familiar characters like Py-Crow, you'll also meet newbies such as Claw Capable, a talking lobster who comes across like Market Bando. Look for the fun to begin in the spring of '08.



F1 POLE POSITION



Ubi Soft qualifies for the N64 tournament of champions with its upcoming F1 simulator, F1 Pole Position 64. The qualifying run took us around the world, to 16 famous F1 race sites ranging from road courses to specially designed race tracks. Competing for the checkered flag are the top Formula 1 drivers in the world...and you. A ten lap race might go something like this. You pull out in the sunshine with unlimited visibility and ideal track conditions. After five laps the clouds move in and the rain pours down. Your pit crew radios you a message to come in, so at the next opportunity, you pull in to the pits to switch to rain tires and gas up. Back on the track, you have to make up lost ground while watching out for cars that litter the side of the track. Apparently they didn't prepare for the rain and spun out. Now and then, you quickly glance at your rearview to see if anyone is in your slipstream. When a red light appears on the dash, it's time to shift up and push your speed even higher. One by one, you move past last year's champion, the winner at Monaco Carlo, and the Australian Grand Prix champ. This could be your year for glory.

The experience of F1 turned out to be an impressive simulation of racing. The car feels realistic and the courses are demanding. You can't just step on the gas and blow past the competition. You have to know how to take corners, how to brake and use the proper equipment. The use of advanced techniques like slipstreaming also may make or break your day. Although the graphics suffer from jopping polygons, you'll never notice it when you're behind the wheel because you have to concentrate so hard on the road and what you're doing. The ten lap race feels much longer than most video races and the amount of strategy required to place high in the finishing order makes F1 a special game with high replay value. Developed in Japan by Haman and published by Ubi Soft, which is based in France, F1 Pole Position 64 should reach North America this October.

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F-ZERO 64

In cooperation with the developers of F-Zero 64, Hudson's subcommittee spent three months in original Nintendo's development in Kyoto, always reporting on what they could see. Many of the team's demands, like a speed boost, are still being done. The drift system, they say, was a "slight survival mechanism" enough for steep landing, sometimes. Some of the tracks make vertical jumps while others conform, it's too early still to tell how many cars and tracks will be in the final version, but already the variety we've seen. There's no word out of E.D. yet.



promise a big game, about Bumble Pak compatibility or a four-player mode, but it's almost inconceivable that F-Zero 64 won't include both features. We're hoping for an early 1998 release on this game.



LEGION X

Hudson 64 wanted a lot of people to join the development team, but out of the hat at EA NINE, they're surprised to see more with the "Legion X" team. The 1997 release, "Legion X" is a 3D action game, featuring a two-player mode, each with a boss. The two-player mode lets you choose from any of the mechs and most of the items. You Pak Patrol found that the two-player mode was where the action was. At this stage of development, wasn't missing to the story mode and it was a simple matter to defeat



most of the mechs. In addition to choosing different mechs, players can customize their mechs after ego by giving it different weapons and shields. Tactics are usually a matter of how close you should be when you attack and if you should stand and fight or hit around, looking for an ambush. Hudson has not made plans to publish the game in North America. Instead, they hope to sell Legion X to another company for distribution. Dual Heroes, a more traditional fighting game, finds itself in the same predicament of being ready to rock and roll but having no publisher to start the party.



MACE 64

In spite of being in a world shrouded in darkness and war, the characters in *Mace* are pretty well duded up. They look nice when they move, and they look nice when they're engaged in fights. Excellent 3-D character graphics and animation mark this tournament as light-



or as something different. Midway's adaptation of the arcade brawler certainly makes better use of the N64 than Mortal Kombat Trilogy or War Gods did, with extensive use of professional 3-D settings and lighting, fighting 10 fighters representing medieval cultures from around the world and 12 battle arenas that can be just as daunting as your opponent. If you want to drive home to bed, go again, then *Mace: The Dark Eye* will be right up your alley. In its advanced release.

MADDEN 64

Surprises like this make every month around *Play* Watch a desirable rush to bring you the breaking news. According to our sources at EA Sports, they were just as intrigued as the rest of the world at the progress of Madden 64 at Tiburon



Entertainment. Madden 64 will feature 3-D graphics, just as our game play based on years of success with the 16-bit Madden series. The game will include 120 current and historic teams, always a big part of a Madden game, and the 1997 NFL's season along with 30 stadiums modeled after actual facilities. The one glaring omission is the NFL license for real names and faces. The development team has promised a helmet cam that puts you in a first person perspective right down on the field. The word from EA Sports is that the game will be ready this fall, although by August it was only about 50% complete. *Madden 64* really makes it to the stadium in the next couple of months. Football fans are going to have a tough time choosing between goddamn games, but competition is what it's all about in sports. Stay on top.

THE FIRST 100 NINTENDO 64 GAMES

We're taking our best stab at seeing into the future this month by predicting the first 100 games to be released on the N64. Obviously, the games that have already been released are on the list, indicated by bullets. Judging by the state of completion and the track record of the developer, we think our list will be pretty close. You'll even notice a few games without official titles. We know they're on the way, but no official announcement has been made.

ADAM'S FEMAL PARRILL
ACCOMPLISHED ASSAULT
AERIAL NO CODE
BIG FISH
-BLAST COMBO
BOOY BOUYEST
BUCKE PUDGE
GULF FIGHTER 64



COMMAND & CONQUER
CONQUERED
CORREKT'S QUEST
-CRUISE N 64
-DARK DUTY
-DREAM 64



DRACULA 20
DUBSON STORM
DUAL HEROES
DUCK SHOOT 64
DUSTY DREAM 64
EARTHWORK JIM 3
EXTREME SPORTS



EXTREME G
F 1 PULL POSITION
P ZERO 64
-FIFA SOCCER 64
FIFA WORLD CUP
FINGERBAND
FRENCH BOY
-HOLDIEME GET
HATER



8 YOUR BEYOND
-INTERNATIONAL SUPERSTAR SOCCER 64
-JEROPATI
-KILLER INSTINCT ROAD
KIDNEY'S AIR RIDE
KIDNEY LEGG
KONAMI ROSSER HILL
LAMPORNINGO CHALLENGE 64



LEGEND OF THE MYSTICAL ROLES
LEGION 2
LEGO BUNNIES
MACE, THE DARK EYE
MADDER 64
-MADRID PRIST 64



SUPER SPORTS

THQ hasn't forgotten about long-suffering Super NES players who haven't seen many new 16-bit games recently. This fall and winter, THQ plans to release four sports games for the Super NES and Game Boy, including NHL '98, Madden NFL '98 and NBA Live '98 for the Super NES and FIFA Road to the World Cup '98 for Game Boy. The three 16-bit games will be the last of these

popular EA Sports franchise products for the Super NES. Each includes updated rosters, league and players' association licenses, and several new features. NHL features new AI that takes into account hot or cold streaks and even adds an intelligent crowd. Madden includes a new Rookie level of difficulty for easy play, plus updated art and an option to replay the last 50 Super Bowls. A new practice mode in NBA Live gives players a chance to learn and master the moves. You'll also find a new view option that allows continuous offensive play at one end of the court. On Game Boy, the FIFA license is joined for the first time by the World Cup license. Collectors and fans also should check them out, beginning this October when the first titles should be released.



NEWS BRIEFS

Here's a quick rundown of the latest news in the gaming world. Namco, the maker of countless arcade hits and PlayStation titles, is off the fence at last and is working on at least two N64 games. Family Stadium 64 will bring the popular Japanese baseball game to the Nintendo 64. The big news for RPG fans is that several of the developers of Tales of Phantasia are working on an N64 game that is a sequel of the epic.

Close to home, THQ announced that it has signed an agreement with Universal Studios Consumer Products Group to develop, publish and distribute The Lost World: Jurassic Park for Game Boy. THQ hopes to release the game this October, but that probably isn't realistic. Expect it to storm into stores near the end of the year or in the first quarter of 1998.

Farming fans will be happy to hear that Natsume, having managed to launch Harvest Moon successfully, will try to extend that success with two more Harvest Moon games. This winter we should start looking for a Game Boy version of the unusual RPG/Sim. Then, sometime in 1998, an N64 Harvest Moon will be ready for planting. It may seem like a long time to wait, but farming is all about patience.

INSIDER
UPDATE

Konami rushed to make exclusive shots of Hybrid Heaven just in time to make the 100th issue of Nintendo Power. These screen captures were taken from the same video that ran at E3, surprising everyone both with the existence of the game and the quality of the graphics. Our sources at Konami

report that Hybrid Heaven is just a temporary name and that the theme is based on the Metal Gear franchise. The demo animations from one of the Osaka development groups at Konami shows a wide variety of moves and types of action, from standard fighting to climbing and jumping moves that look more like platform action. But it's all in 3-D and the graphics on this computer-generated demo look amazing.



CLAY FIGHTER 63 1/3

The best laid plans often go astray, but the delay of the release of Clay Fighter 63 1/3 from interplay has not been without benefit. The game is now much faster and prettier than the alpha version we previewed in June. With enhanced frame rates and lighting, the 3-D arenas have truly come to life. At this point, it seems that the development team just doesn't want to stop adding cool little extras, but by the time you read this article, Clay Fighter 63 1/3 should be entering production. Expect to see it at your N64 retailer this month.

NAGANO WINTER OLYMPICS '98



luge, downhill, speed skating, ski jumping, and other winter sports. Konami is making use of detailed, 3-D character art



It may seem early to be talking about the Olympics after last year's games in Atlanta, but the Winter games in Nagano, Japan are just around the corner. Konami's N64 Nagano Winter Olympics '98 is set to capture the spirit and excitement of many featured sports at the games, including multiplayer competition in freestyle skiing, luge, bobsled, and

is modelling each site after the actual site in Nagano. The game looks to be moving ahead rapidly and should be ready by the opening ceremonies this winter in Japan.

DIGIPEN MOVES TO REDMOND

DigPen, the only school in North America to offer degrees in real-time interactive simulation, or game design and programming, will have a new campus beginning in January. DigPen will take over much of one of Nintendo's corporate buildings in Redmond, WA, converting it into a world-class computer science



recreation lab complete with lecture areas, recreation facilities and a technical library. As many as 100 students will be enrolled in two degree programs—a two-year associate of science degree and a four-year bachelor's of science degree,

both approved by the higher education coordinating board of Washington State. In addition to classes covering every discipline of programming and graphic arts, students will take electives focusing on mathematics and physics. If it all sounds pretty intense, it is. Students regularly spend more than 12 hours a day in classes and labs. Each semester, small groups of students learn by actually producing computer games as class projects. At \$100 per credit, the tuition is comparable to traditional schools, and the pay off is that you'll learn cutting edge techniques that could be your key to working in the gaming industry. Recent DigPen graduates can be found in companies such as Nintendo, Konami, Iguana Entertainment and Electronic Arts. If you want to learn more about DigPen's programs, you can call 604-662-8300, or send e-mail to JCHU@DIGPEN.COM. You might also want to stop by the DigPen web site at WWW.DIGPEN.COM to check out art created by the students.



TOMAGOTCHI FOR GAME BOY

The Tomagotchi craze that hit North America this year washed over Japan first. So it should come as no surprise that Tomagotchi's have evolved in Japan. Now there is a Game Boy version, which reportedly sold over 300,000 copies in the first few weeks. On Game Boy, you can name your Tomagotchi and care for three of the little aliens at one time. There are more activities to keep them happy, such as Tomagotchi races and beauty contests. There's no word yet on when this latest mania will strike us, but Bandai's top brass were spotted at Nintendo of America recently, suggesting that it may not be a long wait.



THE FIRST 100 NINTENDO GAMES



MAJESTY PAINT 64
MADRID MADRID
MADRID IMPOSSIBLE
MIA YEA YEA MIA CARTY JA
MIXIAL BUNNAT MYTHOLOGIC
-MIXIAL BUNNAT TALEBY
MIX Y BACAGI CHAMPIONSHIP
MIRAGE WHITE OLYMPIC '86
-MIA BACVME



MIA ANIMATED RENDER
MIA -IN THE CORE '86
MIL BARRACUDA CLAY '86
MIL BARRACUDA '86
-PALATWINGS 6
PASTWINGS 2
OWARD 64
QUEST 64



PIRETE PIR DANIELY
RICH LINDY
RINOTICH, CRYSTAL OPEN
-RICH MEN 64
SAN FRANCISCO BUSH
-SHADOWS OF THE EMPIRE
SINGITY 64
SUN CARPPEA



SPACE RATED NUCLEAR VALLEY
SPACE DISCO
AY, ANTHONY MIL COURSE
-STAR FOX 64
SUPER MARIO 64 2
-SUPER MARIO 64
SUPER MARIO 64 2
SUPER DOMINION 64



SUPERMAN
-TETRAPAGE
TINIC THORALE
YOP BEAR BALLY
-TURK, BRIGADIA BOUTE
TURK 2
TWISTY EDGE SNOWGLASS 2



ULTRA DECENT
ULTRA DECENT
UNREAL
HEAD SYSTEMS SACOR
INSTANT CREW 64
-MAD BROS
-MAD BROS 64



-MIXIE BOUTLEY '86 ROCKY
MAYNE MISTLEY '86 ROCKY 3
WCH RIFE
WCH 86, RND
WIND OF FORTUNE
WIND CHOPPERS
WIND G. SUN IS WIND
YOGAI B. STONEY
ZILLA 64



Coming Next Issue.....

Volume 101, October 1997

This season, Griffey will swing his video game bat exclusively for Nintendo. It may be fall, but we're starting spring training in October to boost your ball playing into the same league as Junior himself.

F1 Pole Position



Racing through 16 international tracks is a grueling circuit, so we've concocted the perfect Formula 1 road rules that will keep you at the front of the pack.

MAJOR LEAGUE Baseball

FEATURING
KEN GRIFFEY JR.

MACE 64

Armed with Fighting Beauty mace made to the N64 with your buddies and brutally beat your opponents. But don't even think of trying to enter the challenge without some top-notch equipment.



EXTREME-G

We'll try to help you from getting swayed into Extreme-G rulekill, but when a game crosses a high-speed roller coaster ride with legit practice, you're bound to be in for a long ride!



<p>AAA</p> <ul style="list-style-type: none"> 1997 AAA All-Star Game 1997 AAA Championship Series 1997 AAA Eastern Division 1997 AAA International League 1997 AAA National League 1997 AAA Pacific Coast League 1997 AAA Western Division 	<p>AA</p> <ul style="list-style-type: none"> 1997 AA Eastern Division 1997 AA International League 1997 AA National League 1997 AA Pacific Coast League 1997 AA Western Division 	<p>A</p> <ul style="list-style-type: none"> 1997 A Eastern Division 1997 A International League 1997 A National League 1997 A Pacific Coast League 1997 A Western Division 	<p>AA</p> <ul style="list-style-type: none"> 1997 AA Eastern Division 1997 AA International League 1997 AA National League 1997 AA Pacific Coast League 1997 AA Western Division 	<p>A</p> <ul style="list-style-type: none"> 1997 A Eastern Division 1997 A International League 1997 A National League 1997 A Pacific Coast League 1997 A Western Division 	<p>AA</p> <ul style="list-style-type: none"> 1997 AA Eastern Division 1997 AA International League 1997 AA National League 1997 AA Pacific Coast League 1997 AA Western Division 	<p>A</p> <ul style="list-style-type: none"> 1997 A Eastern Division 1997 A International League 1997 A National League 1997 A Pacific Coast League 1997 A Western Division 	<p>AA</p> <ul style="list-style-type: none"> 1997 AA Eastern Division 1997 AA International League 1997 AA National League 1997 AA Pacific Coast League 1997 AA Western Division 	<p>A</p> <ul style="list-style-type: none"> 1997 A Eastern Division 1997 A International League 1997 A National League 1997 A Pacific Coast League 1997 A Western Division 	<p>AA</p> <ul style="list-style-type: none"> 1997 AA Eastern Division 1997 AA International League 1997 AA National League 1997 AA Pacific Coast League 1997 AA Western Division 	<p>A</p> <ul style="list-style-type: none"> 1997 A Eastern Division 1997 A International League 1997 A National League 1997 A Pacific Coast League 1997 A Western Division 	<p>AA</p> <ul style="list-style-type: none"> 1997 AA Eastern Division 1997 AA International League 1997 AA National League 1997 AA Pacific Coast League 1997 AA Western Division 	<p>A</p> <ul style="list-style-type: none"> 1997 A Eastern Division 1997 A International League 1997 A National League 1997 A Pacific Coast League 1997 A Western Division
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RETURN TO THE 100TH POWER!

THIS IS IT! NINTENDO POWER'S 100TH
ISSUE. WITH 100% OF TIPS, STRATEGIES,
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MEANS MORE PLAYING POWER AND MORE
N64 FUN. READY FOR THE NEXT 100?



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